

Fallout

2d20

Fan Made Bestiary

GHOST PEOPLE



Ghost people are mutated humans changed forever by the Cloud, a combination of corrosive rust-like toxins unique to the Sierra Madre. A green vapor that seems to be a by-product of the Cloud escapes and is reabsorbed continuously from their hazmat suits by means of aeration on their thighs, elbows and face mask, indicating that their mutation originates from permanent exposure to the Cloud. They are the only ones able to walk in and out of the Cloud unharmed.

The ghost people originate from construction workers that worked on the Sierra Madre Villa before the war. During construction, a strange gas that would evolve into the Cloud began leaking from the pipes and hospitalized a worker with severe lung and tissue damage; further progress was called off until protective gear could be issued. Hazmat suits designed specially in Big MT arrived to protect against the noxious gas. Incidentally, the gas leak itself was also created at Big MT, and with the hazmat suits being an "experiment within an experiment." The hazmat suits were bulky, nearly impossible to speak through and grew stiff with use. The locking mechanisms would quickly corrode when in contact with the Cloud, to the point where the hazmat suit had to be cut open with a cosmic knife, yet the suits still did not provide proper protection from the poisonous gas cloud.

Ghost people are similar to feral ghouls in several aspects. Dismembering them reveals bright, glowing blood, akin to that of a glowing one and they also shriek before attacking. However, they seem to be a different mutated evolution and not simply a feral ghoul or glowing one in appearance,

as their ability to use and construct weapons is still intact. Virtual immortality and death only with limb amputation is also a mutation very specific to them.

The moniker "ghost people" can also be ascribed to the ghostly manner in which they inhabit the ruins. Their manner, movements, and general presence are seemingly much akin to a malignant haunting to any who have survived and fled attempts to breach the Sierra Madre. Dean Domino questions whether being "alive" applies to the ghost people, and claims there are hordes of ghost people living under the Sierra Madre's streets, comparing it to a hornet's nest.

Ghost harvester

Ghost harvesters are the most common variant of ghost people. They are the smallest variant and are easily distinguished by their hoods and smaller gas masks.

Level 4 mutated human, normal creature

Body	Mind
5	5

Melee	Guns	Other
3	2	2

HP	9
Initiative	10
Defense	1

Physical DR	3	All
Energy DR	3	All
Radiation DR	Immune	-
Poison DR	Immune	-

Attacks

- Knife spear (Melee+body) (TN 8)** 4CD, piercing, debilitating
- Throwing knife spear (Guns+body) (TN 7)** 4CD, piercing, debilitating, throwing (M), suppressed

Special Abilities

- Revive:** A ghost people can't be killed normally, instead, each time a ghost people suffer an injury roll 1CD for each injury that ghost people have suffered. On an effect the ghost people are slain.
- Fast healing:** The ghost people recover 1 HP at the start of each turn.
- Immune to poison:** The ghost people reduce all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- Immune to radiation:** The ghost people reduce all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- Immune to disease:** The ghost people is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- Weapon use:** The ghost people can use and wield any weapon or tool a normal human can use but can't wear armor.

•**Dodge:** The ghost harvester can spend 1 AP and a minor action to gain +1 defence until the start of its next turn.

Inventory

Any carried weapons, 2CD pieces of junk

Ghost trapper

Ghost trappers can be identified by their large size and lack of hoods. They are only equipped with bear trap fists. Ghost trappers are also responsible for the inordinate amount of bear traps and trip wires in the Sierra Madre. They are capable and tough unarmed fighters, so they are best picked off from a distance. However, ghost trappers are often found in groups with knife spear-bearing harvesters or seekers.

Level 7 mutated human, normal creature

Body	Mind
7	5

Melee	Guns	Other
4	2	2

HP	14
Initiative	10
Defense	1

Physical DR	4	All
Energy DR	4	All
Radiation DR	Immune	-
Poison DR	Immune	-

Attacks

- Beartrap fist (Melee+body) (TN 11)** 5CD, piercing, debilitating
- Throwing knife spear (Guns+body) (TN 10)** 4CD, piercing, debilitating, throwing (M), suppressed

Special Abilities

- Revive:** A ghost people can't be killed normally, instead, each time a ghost people suffer an injury roll 1CD for each injury that ghost people have suffered. On an effect the ghost people are slain.
- Fast healing:** The ghost people recover 1 HP at the start of each turn.
- Immune to poison:** The ghost people reduce all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- Immune to radiation:** The ghost people reduce all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- Immune to disease:** The ghost people are immune to the effects of all diseases, and they will never suffer the symptoms of any disease.

•**Weapon use:** The ghost people can use and wield any weapon or tool a normal human can use but can't wear armor.

•**Trapper:** Once per combat the trapper can spend a major action to trigger a previously prepared trap within medium range. The type of trap depends upon how much AP the trapper spends. 0 AP Tripwire, 1 AP Bear trap, 2 AP Frag mine, 3 AP grenade bouquet

Inventory

Any carried weapons, 2CD pieces of junk, 1CD bear traps

Ghost seeker

Ghost seekers are the least common variant of ghost people. They are taller than ghost harvesters but slimmer than ghost trappers and wear a hood. They are equipped with knife spears and gas bombs, throwing one or two gas bombs and then closing to attack with a knife spear. While they do not withstand as much damage as ghost trappers, ghost seekers are extremely capable in melee combat. The gas bombs that seekers throw can cripple limbs.

Level 9 mutated human, normal creature

Body	Mind
7	6

Melee	Guns	Other
5	3	3

HP	16
Initiative	13
Defense	1

Physical DR	3	All
Energy DR	3	All
Radiation DR	Immune	-
Poison DR	Immune	-

Attacks

- Knife spear (Melee+body) (TN 12) 4CD physical, piercing, debilitating
- Gas bomb (Guns+body) (TN 10) 4CD poison, persistent, blast, debilitating, throwing (M)

Special Abilities

- Revive:** A ghost people can't be killed normally, instead, each time a ghost people suffer an injury roll 1CD for each injury that ghost people have suffered. On an effect the ghost people are slain.
- Fast healing:** The ghost people recover 1 HP at the start of each turn.
- Immune to poison:** The ghost people reduce all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- Immune to radiation:** The ghost people reduce all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

- Immune to disease:** The ghost people are immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- Weapon use:** The ghost people can use and wield any weapon or tool a normal human can use but can't wear armor.
- Gas bombs:** The seeker can spend 1 AP to throw a gas bomb.

Inventory

Any carried weapons, 2CD pieces of junk, 1CD gas bombs

Tank track robot



The tank track robot was a utility robot used in agriculture before the Great War. After the War, in the Midwest in 2197, it was adapted by the Calculator for close range combat.

Roughly the size of a small car, the tank track robot is equipped with a series of threshing flails on a pivoting mount in front of the chassis, with a small control unit in a cylinder in the back. It has been repurposed into an all-terrain melee combat machine by the Calculator.

Level 16 robot, normal creature

Body	Mind
12	4

Melee	Guns	Other
5	-	2

HP	44
Initiative	16
Defense	1 (2 belts) (3 control unit)

Physical DR	15 (body), 6 (belts)	-
Energy DR	10 (body), 4 (belts)	-
Radiation DR	Immune	-
Poison DR	Immune	-

Attacks

- Threshing flails:** (Body+melee) (TN 17) 12CD, breaking, vicious, debilitating

Special Abilities

- Robot:** The Tank track robot is a robot. They are immune to the effects of starvation, thirst, and

suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (CRB p.34).

- **Immune to poison:** The tank track robot reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **Immune to radiation:** The tank track robot reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Immune to disease:** The tank track robot is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- **Treshing run:** A tank track robot may deal damage to one additional target within reach with its treshing flails for every effect rolled on the damage.
- **Big:** The tank track robot is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defence is reduced by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.
- **Ablative armor:** The piercing quality only reduce the tank track robots DR or ER by half the normal amount rounding up and it is unaffected by the stun effect. Against weapons with the blast quality the armor is 5 higher.
- **Lumbering:** The tank track robot can't sprint but ignores difficult terrain and can't be knocked over.
- **Tank chassis:** Any hits to the torso, head or arms hit the body. Hits against the legs hit the belts.
- **Weak spot:** A tiny control unit is partially exposed at the rear of the vehicle. Anyone behind the robot can try to target the control unit with a D3 attack roll. Any hits against the control unit ignores armor and gain the stun weapon effect.

Inventory

Salvage: Characters can roll a **Science+INT** check D1 to salvage 8CD Common parts. Each effect also yields an uncommon part.

Security robot



The security robot is a powerful guard or patrol robot model, most likely designed before the Great War. After the war, it was used in the Midwest in 2197 by the Calculator, the mad cyborg from Vault 0.

Level 6 robot, normal creature

Body	Mind
5	6

Melee	Guns	Other
1	6	4

HP	11
Initiative	11
Defense	1

Physical DR	3 (body), 2 (arms, legs, head)	All
Energy DR	1	All
Radiation DR	Immune	-
Poison DR	Immune	-

Attacks

- **Long range laser:** (Body+guns) (TN 11) 4CD physical, piercing, reliable, accurate, range L
- **Long range auto-gun:** (Body+guns) (TN 11) 3CD physical, reliable, burst, range M, fire rate 3
- **Pincer:** (Body+melee) (TN 6) 4CD physical

Special Abilities

- **Robot:** The security robot is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (CRB p.34).
- **Immune to poison:** The security robot reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **Immune to radiation:** The security robot reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Immune to disease:** The security robot is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- **Advanced targeting systems:** The security robot can reroll up to 2d20 on any ranged attacks and don't increase the difficulty of attacks when targeting specific body parts. They can spend 1AP to ignore any cover the target has except for full cover.
- **Keen senses:** One or more of the security robots senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other PER tests by 1 (to a minimum of 0).
- **Hover:** The security robot hovers over the ground ignoring difficult terrain and obstacles.
- **Weapon variety:** The security robot is usually armed in one of two ways. Either with a Long-range laser or a 9mm auto-gun.
- **Let rip:** By spending 1 AP a security robot armed with a 9mm auto-gun can add the fire rate of its auto-gun to its attack.

Inventory

Salvage: Characters can roll a **Science+INT** check D1 to salvage 3CD Common parts and either 3CD 9mm ammo or 2CD fusion cells depending upon the robots armaments. Each effect also yields an uncommon part.

Scurry Robot



The crab-like scurry robot is a utility robot model used by the Calculator, the mad cyborg from Vault 0 in 2197.

Level 2 robot, normal creature

Body	Mind
5	4

Melee	Guns	Other
3	-	3

HP	6
Initiative	9
Defense	2

Physical DR	2	All
Energy DR	1	All
Radiation DR	Immune	-
Poison DR	Immune	-

Attacks

•Leg slash: (Body+melee) (TN 8) 3CD physical, piercing

Special Abilities

•**Robot:** The scurry robot is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (CRB p.34).

•**Immune to poison:** The scurry robot reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.

•**Immune to radiation:** The scurry robot reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

•**Immune to disease:** The scurry robot is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.

•**Sneaky:** The scurry robot has a Sneak TN of 12 and gain a bonus +1d20 when making sneak attacks.

•**Little:** The scurry robot is smaller than most characters. The creature's normal HP is reduced to Body + ½ level (rounded up), but its Defense increases by 1. Further, it is slain by any hit which inflicts an Injury.

Inventory

Salvage: Characters can roll a **Science+INT** check D1 to salvage 1CD Common parts. Each effect also yields an uncommon part.

Pacification robot



Level 5 robot, normal creature

Body	Mind
8	3

Melee	Guns	Other
0	4	2

HP	13
Initiative	11
Defense	1

Physical DR	6	All
Energy DR	4	All
Radiation DR	Immune	-
Poison DR	Immune	-

Attacks

•**Pacification cannons:** (Body+guns) (TN 12) 4CD Energy, Piercing, Burst, Stun, Range M, Fire rate 4

Special Abilities

•**Robot:** The pacification robot is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (CRB p.34).

•**Immune to poison:** The pacification robot reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.

- Immune to radiation:** The pacification robot reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- Immune to disease:** The pacification robot is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- Lumbering:** The pacification robot can't sprint but ignores difficult terrain and can't be knocked down.
- Crowd control:** The pacification robot can spend 1 AP to replace the burst effect with the blast quality when firing its pacification cannons. This reduces the fire rate to 0.
- Let rip:** Once per combat a pacification robot can add the fire rate of its pacification cannons.

Inventory

Salvage: Characters can roll a **Science+INT** check D1 to salvage 2CD Common parts and 4CD fusion cells. Each effect also yields an uncommon part.

Loadlifter robot



The loadlifter robot is a pre-War utility robot model. It was adapted for combat and used by the Calculator, the mad cyborg from Vault 0, in the Midwest in the year of 2197.

Level 4 robot, normal creature

Body	Mind
7	3

Melee	Guns	Other
3	-	2

HP	11
Initiative	10
Defense	1

Physical DR	4	All
Energy DR	2	All
Radiation DR	Immune	-
Poison DR	Immune	-

Attacks

- Forklift slam: (Body+melee) (TN 10) 8CD Physical, Stun

Special Abilities

- Robot:** The Loadlifter robot is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (CRB p.34).
- Immune to poison:** The Loadlifter robot reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- Immune to radiation:** The Loadlifter robot reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- Immune to disease:** The Loadlifter robot is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- Powerful slam:** A Loadlifter robot can spend 1 AP and increase the difficulty of its melee attack by 1 to add +2CD to its melee damage.
- Lumbering:** The Loadlifter robot can't sprint but ignores difficult terrain and can't be knocked down.
- Lifter:** The Loadlifter can carry 1000 worth of weight.

Inventory

Salvage: Characters can roll a **Science+INT** check D1 to salvage 2CD Common parts. Each effect also yields an uncommon part.

Cazaclaw



The Hybrid Deathclaw, more commonly known as a Cazaclaw is a creature found in the Mojave Wasteland in the year 2281. Combining the worst aspects of a cazador and a deathclaw, the origin of this horrific hybrid remains a mystery but it's a safe bet that Big MT was somehow involved.

Level 12 mutated insect and reptile, normal creature

Body	Mind
9	5

Melee	Guns	Other
5	-	3

HP	33
Initiative	14
Defense	1

Physical DR	5	All
Energy DR	4	All
Radiation DR	Immune	-
Poison DR	Immune	-

Attacks

- **Sting (melee+Body) (TN 14)**, 6CD physical, piercing, persistent (poison), debilitating
- **Claw (melee+Body) (TN 14)**, 5CD physical, vicious
- **Heavy thrown object (melee+Body)**, 5CD physical, stun, range M

Special Abilities

- **Immune to poison:** The Cazaclaws reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **Immune to radiation:** Cazaclaws reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Deadly venom:** When dealing persistent damage from its sting, each effect rolled on the persistent poison damage from a Cazaclaws sting attack deals +1 damage.
- **Flight:** Cazaclaws can move freely through the air. They ignore most ground-level obstacles and difficult terrain effects, and they can move through “empty” zones above the battlefield if desired. It must spend at least one minor action each turn moving, and if it is knocked prone it falls to the ground, suffering 3 DC Stun physical damage, +2 DC for each zone above ground level it was before it fell.
- **Big:** The Cazaclaw is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defense decreases by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 9+ damage (after damage resistance) in a single hit, rather than the normal 5+.
- **Keen senses:** One or more of the Cazaclaws senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other PER tests by 1 (to a minimum of 0).
- **Rend:** A Cazaclaw may choose to make a deadlier Claw attack by increasing the difficulty of the attack by +1. If it succeeds, the attack’s damage increases by +2CD.
- **Weak spot:** If an attacker chooses to target the Cazaclaw’s torso, reduces the creature’s DR to 2. This does not apply against hits which hit the torso due to random chance.
- **Massive strength:** A Cazaclaw is capable of lifting and throwing objects as large as a standard car.

Inventory

BUTCHERY: Scavengers can butcher a dead deathclaw with a successful END + Survival test with a difficulty of 1. This yields 2CD portions of deathclaw meat and Stingwing meat. Each effect also yields a deathclaw hand.

Cazadore



Mutated and enlarged in the laboratories of Big MT, cazadores are the offshoot of DNA experiments, performed by Dr. Borous in 2003. Formerly, cazadores were confined to the Z-14 Pepsinae DNA splicing lab in Big MT, but groups of cazadores had escaped the Big MT crater and moved to neighbouring areas, such as the Mojave Wasteland and Zion Canyon, in recent years. Doctor Borous denies that they have escaped from Big MT or have the ability to breed, which is shown to be false.

Level 9 mutated insect, normal creature

Body	Mind
8	5

Melee	Guns	Other
4	-	1

HP	17
Initiative	13
Defense	1

Physical DR	2	All
Energy DR	1	All
Radiation DR	Immune	-
Poison DR	Immune	-

Attacks

- **Sting (Melee+Body) (TN 12)**, 5CD physical, piercing, persistent (poison), debilitating

Special Abilities

- **Immune to poison:** The Cazador reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **Immune to radiation:** Cazador reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Deadly venom:** When dealing persistent damage from its sting, each effect rolled on the persistent poison damage from a cazadors sting attack deals +1 damage.
- **Flight:** Cazadors can move freely through the air. They ignore most ground-level obstacles and difficult terrain effects, and they can move through “empty” zones above the battlefield if desired. It must spend at least one minor action each turn moving, and if it is knocked prone it falls to the ground, suffering 3 DC Stun physical damage, +2 DC for each zone above ground level it was before it fell.

Inventory

Butchery: Scavengers can butcher a dead Cazador with a D0 Survival+END check harvesting 1CD portions of Stingwing meat, +1 Stingwing meat for every AP spent. On an effect it also yields 1+1CD common materials.

Young Cazadore

Level 6 mutated insect, normal creature

Body	Mind
6	5

Melee	Guns	Other
4	-	1

HP	9
Initiative	11
Defense	2

Physical DR	1	All
Energy DR	-	All
Radiation DR	Immune	-
Poison DR	Immune	-

Attacks

- Sting (Melee+Body) (TN 10), 4CD physical, piercing, persistent (poison), debilitating

Special Abilities

- **Immune to poison:** The Cazador reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **Immune to radiation:** Cazador reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Deadly venom:** When dealing persistent damage from its sting, each effect rolled on the persistent poison damage from a cazadors sting attack deals +1 damage.
- **Flight:** Cazadors can move freely through the air. They ignore most ground-level obstacles and difficult terrain effects, and they can move through “empty” zones above the battlefield if desired. It must spend at least one minor action each turn moving, and if it is knocked prone it falls to the ground, suffering 3 DC Stun physical damage, +2 DC for each zone above ground level it was before it fell.
- **Little:** The young cazador is smaller than most characters. The creature’s normal HP is reduced to Body + ½ level (rounded up), but its Defense increases by 1. Further, it is slain by any hit which inflicts an Injury.

Inventory

Butchery: Scavengers can butcher a dead Cazador with a D0 Survival+END check harvesting 1CD portions of Stingwing meat. On an effect it also yields 1 common materials.

Giant Cazadore

Level 13 mutated insect, normal creature

Body	Mind
10	5

Melee	Guns	Other
4	-	1

HP	36
Initiative	15
Defense	1

Physical DR	4	All
Energy DR	2	All
Radiation DR	Immune	-
Poison DR	Immune	-

Attacks

- **Sting (Melee+Body) (TN 14)**, 7CD physical, piercing, persistent (poison), debilitating

Special Abilities

- **Immune to poison:** The Cazador reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **Immune to radiation:** Cazador reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Deadly venom:** When dealing persistent damage from its sting, each effect rolled on the persistent poison damage from a cazadors sting attack deals +1 damage.
- **Flight:** Cazadors can move freely through the air. They ignore most ground-level obstacles and difficult terrain effects, and they can move through “empty” zones above the battlefield if desired. It must spend at least one minor action each turn moving, and if it is knocked prone it falls to the ground, suffering 3 DC Stun physical damage, +2 DC for each zone above ground level it was before it fell.
- **Big:** The Giant Cazador is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defence is reduced by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.

Inventory

Butchery: Scavengers can butcher a dead Cazador with a D0 Survival+END check harvesting 2CD portions of Stingwing meat, +1 Stingwing meat for every AP spent. On an effect it also yields 1+1CD common materials.

Behemoth robot



This six-legged walker is similar to the quadrupedal pacification robot but larger and equipped with four machine guns.

Level 18 robot, mighty creature

Body	Mind
12	7

Melee	Guns	Other
0	5	2

HP	96
Initiative	19
Defense	1

Physical DR	12	All
Energy DR	12	All
Radiation DR	Immune	-
Poison DR	Immune	-

Attacks

- Autocannons: (Body+guns) (TN 17) 8CD, burst, piercing, Range L, Fire rate 4
- Trample: (Body+melee) (TN 12) 10CD physical, stun

Special Abilities

- Robot:** The behemoth robot is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (CRB p.34).
- Immune to poison:** The behemoth robot reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- Immune to radiation:** The behemoth robot reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- Immune to disease:** The behemoth robot is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- Let rip:** A behemoth robot can add the fire rate of their autocannons by spending 1 AP.
- **Big:** The behemoth robot is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defence is reduced by 1, to a minimum of 1.

Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.

- Reinforced armor:** The piercing quality only reduce the behemoths DR or ER by half the normal amount rounding up and it is unaffected by the stun effect except for hits against their eyes (see below).

- Anchor:** The Behemoth can spend a major action to anchor down. While anchored its defence is reduced to 0 and it can't move, but it may fire its autocannons twice as a major action. It can de-anchor by spending a major action.

- Lumbering:** The Behemoth robot can't sprint but ignores difficult terrain and can't be knocked over or suffer falling damage.

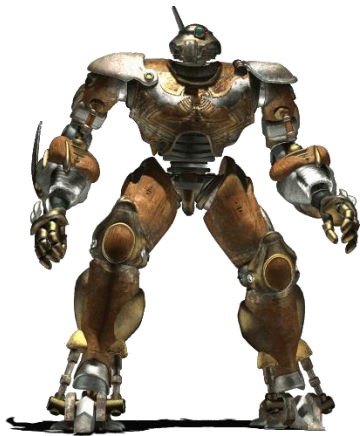
- Charge:** Once per combat the behemoth can move up to long-range making a trample attack against every creature in its path.

- Weak spot:** A character can target the behemoths eye lenses with a D2 attack roll. Any hits to the eyes don't benefit from the reinforced armor ability and the ER and DR is reduced to 6.

Inventory

Salvage: Characters can roll a **Science+INT** check D1 to salvage 10CD Common parts. Each effect also yields an uncommon part and 1CDx4 .50 rounds and every 2 effects yields a rare part.

Humanoid robot



Created by the Acme corporation before the Great War, C-27 Series humanoid robots are the main workforce for the Calculator. As the name states, they are bi-pedal, two-armed robots, about the size of a large man. Due to budget cutbacks by the Department of Defense (because of a false sense of safety as a result of the repeated drills) for Vault 0, several important backup systems were not included in the neuro-link systems.

This resulted in the corruption of the Calculator and instead of releasing the robots to make the Wasteland safe for humanity (it appears to be designed to adapt to human technology and weaponry), the robots manufactured from Vault 0 used its arsenal and anywhere else that sufficient armament could be found, to exterminate all life, completing the so-called "pacification protocol." It can use most normal human equipment, with any sort of RS-231.5 interface required by most robotics.

Level 10 robot, normal creature

Body	Mind
8	5

Melee	Guns	Other
4	4	3

HP	18
Initiative	13
Defense	1

Physical DR	5	All
Energy DR	5	All
Radiation DR	Immune	-
Poison DR	Immune	-

Attacks

- **Automatic laser rifle:** (Body+guns) (TN 12) 5CD energy, burst, piercing, two-handed, Range M, Fire rate 2
- **Slam:** (Body+melee) (TN 12) 5CD physical, stun

Special Abilities

- **Robot:** The humanoid robot is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (CRB p.34).
- **Immune to poison:** The humanoid robot reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **Immune to radiation:** The humanoid robot reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Immune to disease:** The humanoid robot is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- **Let rip:** A humanoid robot can add the fire rate of any weapon they wield by spending 1 AP.
- **Weapon carrier:** While they typically carry laser rifles, a humanoid robot can wield any weapon a normal medium sized humanoid can.
- **Advanced targeting systems:** The robot can reroll up to 2d20 on any ranged attacks and don't increase the difficulty of attacks when targeting specific body parts. They can spend 1 AP to ignore any cover the target has except for full cover.
- **EMP vulnerability:** Pulse weapons ignore any ER or DR the robot has and deals +2CD damage.

Inventory

Salvage: If the hover bot didn't explode using its self-destruct attack, characters can roll a **Science+INT** check D1 to salvage 4CD Common parts. Each effect also yields an uncommon part.

Hoverbot



The Hoverbot, also known as a disposable missile bot, is a military robot used by the cyborg known as the Calculator. They are similar to an eyebot but far heavier armoured and armed. It uses a very quiet propulsion system to stealthily approach its target. It is armed with a rocket launcher, and when it has exhausted its three rockets it will make a kamikaze run, smashing into its target as hard as it can.

Level 5 robot, normal creature

Body	Mind
6	5

Melee	Guns	Other
1	4	2

HP	9
Initiative	11
Defense	2

Physical DR	3	All
Energy DR	3	All
Radiation DR	Immune	-
Poison DR	Immune	-

Attacks

- Missile launcher: (Body+guns) (TN 10) 6CD physical, blast, Range L
- Slam: (Body+melee) (TN 7) 3CD physical, stun
- Self-destruct: (Body+guns) (TN 10) 5CD physical, blast, Range C

Special Abilities

- Robot:** The hoverbot is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (CRB p.34).
- Immune to poison:** The hover robot reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- Immune to radiation:** The hoverbot reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- Immune to disease:** The hoverbot is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- Little:** The hoverbot is smaller than most characters. The creature's normal HP is reduced to Body + ½ level (rounded up), but its Defense increases by 1. Further, it is slain by any hit which inflicts an Injury.

- Missile battery:** The hoverbot carries up to 3 missiles. Once all three missiles have been fired it will try to move in close so it can use its slam attack. It will continue to pursue opponents until destroyed, trying to catch as many enemies as possible in its explosion when it self-destructs.
- Self-destruct:** When destroyed the hoverbot can spend 1 AP to the self-destruct using the profile above. When self-destructing, each unused missile adds +2CD to the damage.
- Sneaky:** The hoverbot has a Sneak TN of 11 and gain a bonus +1d20 when making sneak attacks.
- Hover:** The hoverbot hovers over the ground ignoring difficult terrain and obstacles.

Inventory

Salvage: If the hoverbot didn't explode using its self-destruct attack, characters can roll a **Science+INT** check D1 to salvage 3CD Common parts. Each effect also yields an uncommon part and 1 unused missile if any are left. If the hoverbot self-destructed it can be salvaged with a d0 **Survival+PER** roll for 3CD junk.

KOMODO



Normal Komodo

The Komodo is named after the large Lizards of the same name. They are large, 7-10 feet long, mutated lizard of unknown origin. They are aggressive and territorial and sometimes travel in packs. Some species have been known to be venomous and others have even been reported to breathe fire. They can usually be found in remote desert areas. Some tribals have been known to train and keep Komodos as pets.

Level 7, mutated reptile, normal creature

Body	Mind
9	3

Melee	Guns	Other
3	-	1

HP	16
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Initiative	12
Defense	1

Physical DR	3	All
Energy DR	4	All
Radiation DR	Immune	-
Poison DR	5	-

Attacks

- Bite (Body+melee) (TN 12) 5 CD, Piercing

Special Abilities

- **Immune to Radiation:** The Komodo reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Aggressive:** The Komodo is quick to action when it senses prey. When the komodo enters a scene, immediately generate 1 Action Point. If the komodo is an ally, then it goes into the group pool. If it is an enemy, it goes into the GM's pool.

Inventory

Butchery: Scavengers can butcher a dead Komodo with a D0 END+Survival check for 2CD Iguana bits. Each effect also yields 1 common materials.

Venomous Komodo

The venomous Komodo can be recognized from its bright green coloration. It is slightly smaller than the more common variants ranging from 4-6 feet long and can change their coloration to blend in with their environment like a chameleon lizard which lends credence to the theory that they may be descendant from that creature. Their bite delivers a potent neurotoxin. Unlike their desert dwelling cousins, venomous Komodos are mostly found in areas with a lot of vegetation.

Level 6, mutated reptile, normal creature

Body	Mind
7	4

Melee	Guns	Other
3	-	2

HP	13
Initiative	11
Defense	1

Physical DR	2	All
Energy DR	3	All
Radiation DR	Immune	-
Poison DR	Immune	-

Attacks

- Bite (Body+melee) (TN 12) 4 CD physical, persistent (poison)

Special Abilities

- **Immune to Radiation:** The Komodo reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Immune to poison:** The Venomous Komodo reduces all poison damage suffered to 0 and cannot suffer any damage or effects from poison. They are also unaffected by chems.
- **Chameleon skin:** The Venomous Komodo can change its coloration to blend in with its surroundings. It can mimic the effects of a Stealth boy by spending 1 AP lasting until it moves or makes an attack.

Inventory

Butchery: Scavengers can butcher a dead Komodo with a D0 END+Survival check for 2CD Iguana bits, and 1CD common materials. Each effect also yields 1 uncommon material.

Giant Komodo

Also called a Komodo dragon, the largest known species of a Komodo ranges from 10-20 feet and ranges from dark brown to various reds and oranges in coloration. They aren't as aggressive as the other species of Komodo but are still highly territorial. Unlike most other Komodos they are solitary creatures. They are known for their ability to breathe fire due to a special gland in their throat.

Level 14, mutated reptile, normal creature

Body	Mind
12	3

Melee	Guns	Other
3	-	1

HP	40
Initiative	15
Defense	1

Physical DR	6	All
Energy DR	8	All
Radiation DR	Immune	-
Poison DR	6	-

Attacks

- **Bite (Body+melee) (TN 15)** 7 CD physical, piercing
- **Fire breath (Body+melee) (TN 15)** 6CD energy, spread, burst, persistent (Fire), debilitating, Range C

Special Abilities

- **Immune to Radiation:** The Komodo reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Fire breath:** The Komodo dragon can spend 1 AP to breathe a cone of fire from its jaws (see fire breath above). Each subsequent use of this ability in a combat increase the AP cost by 1 (cumulative).

- **Big:** The Komodo dragon is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defence is reduced by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.

- **Cold vulnerability:** Weapons that use cold to deliver damage, such as cryolators, ignore the Komodo dragons Energy DR.

Inventory

Butchery: Scavengers can butcher a dead Komodo with a D0 END+Survival check for 4CD Iguana bits. And common materials. Each effect also yields 1 rare material and 1 fire gland (equal to a Molotow cocktail).

Legendary winged Komodo

Deep in the desert of Nevada is said to live a winged gold coloured Komodo dragon of enormous size. It is unknown if only one of these creatures exist but there has never been reports of anyone observing more than one of these creatures at any one time and the description of its appearance is very similar. No one knows where this creature came from and how it developed the ability of flight. It is said to attack anyone that enters its territory.

Level 19, mutated reptile, legendary creature

Body	Mind
12	10

Melee	Guns	Other
5	-	3

HP	150
Initiative	22
Defense	1 (2 wings)

Physical DR	10 (body, head, legs), 4 (wings)	-
Energy DR	Immune	All
Radiation DR	Immune	-
Poison DR	8	-

Attacks

- **Bite (Body+melee) (TN 17)** 12 CD physical, piercing
- **Fire breath (Body+melee) (TN 17)** 10 CD energy, spread, burst, persistent (Fire), debilitating, Range M

Special Abilities

- **Immune to Radiation:** The Komodo reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Immune to Energy damage:** The Komodo reduces all energy damage suffered to 0 and cannot suffer any damage or effects from energy damage.

- **Fire breath:** The Komodo dragon can spend 1 AP to breathe a cone of fire from its jaws (see fire breath above). Each subsequent use of this ability in a combat increases the AP cost by 1 (cumulative).
- **Big:** The legendary Komodo dragon is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defence is reduced by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.
- **Cold vulnerability:** Weapons that use cold to deliver damage, such as cryolators, ignore the Komodo dragons Energy DR.
- **Action packed:** The legendary komodo is driven and motivated and takes matters into their own hands. The komodo begins each scene with a personal pool of 4 Action Points, which it may spend instead of drawing from other sources
- **Flying:** The legendary komodo can move freely through the air. It can ignore most ground-level obstacles and difficult terrain effects, and they can move through “empty” zones above the battlefield if desired. It must spend at least one minor action each turn moving, and if it is knocked prone it falls to the ground, suffering 3 DC Stun physical damage, +2 DC for each zone above ground level it was before it fell.
- **Weak spot:** Any injury to the Komodos wings causes it to fall prone and crash to the ground. The wings can be targeted with a D2 attack roll.

Inventory

Butchery: Scavengers can butcher the dead legendary Komodo with a D2 END+Survival check for 10CD Iguana bits, common materials and uncommon materials. Each effect also yields 1 rare material and 1 fire gland (equal to a Molotow cocktail).

TUNNELERS



Tunneler

Level 5 mutated reptile, normal creature

Body	Mind
6	5

Melee	Guns	Other
3	-	4

HP	11
Initiative	11
Defense	1

Physical DR	2	All
Energy DR	1	all
Radiation DR	Immune	-
Poison DR	2	all

Attacks

- Bite (Body+melee) (TN 9) 4CD physical

Special Abilities

- **Immune to Radiation:** The Alien Invader reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Night vision:** A tunneler can see perfectly in darkness.
- **Keen Senses:** One or more of the tunnelers senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other **PER** tests by 1 (to a minimum of 0).
- **Sensory overload:** The tunneler is very sensitive to bright light and loud noises. At the overseer's discretion, If subjected to such effects such as from a flashbang, flare gun or an explosion in close proximity, the tunneler must spend 1 AP or be stunned for one turn.
- **Burrow:** As a major action, the tunneler may burrow underground to get away from its enemies and prepare for its next attack. On its next turn it can use its minor action to appear above ground anywhere within medium range of the place it burrowed. For the cost of 1 AP it may also add an extra CD to its bite attack after emerging.

Inventory

A Tunneler can be scavenged for 2CD Junk items. They can be butchered for 1 common item with an END+Survival check D 0.

Hulking Tunneler

Level 8 mutated reptile, normal creature

Body	Mind
7	5

Melee	Guns	Other
4	-	4

HP	15
Initiative	12

Defense	1
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Physical DR	3	all
Energy DR	2	all
Radiation DR	Immune	-
Poison DR	3	all

Attacks

- Bite (Body+melee) (TN 11) 5CD physical, stun

Special Abilities

- **Immune to Radiation:** The Alien Invader reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Night vision:** A tunneler can see perfectly in darkness.
- **Keen Senses:** One or more of the tunnelers senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other **PER** tests by 1 (to a minimum of 0).
- **Sensory overload:** The tunneler is very sensitive to bright light and loud noises. At the overseer's discretion, If subjected to such effects such as from a flashbang, flare gun or an explosion in close proximity, the tunneler must spend 1 AP or be stunned for one turn.
- **Burrow:** As a major action, the tunneler may burrow underground to get away from its enemies and prepare for its next attack. On its next turn it can use its minor action to appear above ground anywhere within medium range of the place it burrowed. For the cost of 1 AP it may also add an extra CD to its bite attack after emerging. Anyone within reach of a breaching hulking tunneler must spend 1 AP or fall prone.

Inventory

A Tunneler can be scavenged for 2CD Junk items. They can be butchered for 1+1CD common item with an END+Survival check D 0.

Venomous tunneler

Level 4 mutated reptile, normal creature

Body	Mind
5	5

Melee	Guns	Other
4	-	4

HP	9
Initiative	11
Defense	1

Physical DR	2	all
Energy DR	1	all
Radiation DR	Immune	-

Poison DR	Immune	all
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Attacks

- **Bite (Body+melee) (TN 9)** 3CD physical, vicious, persistent (poison), debilitating

Special Abilities

- **Immune to Radiation:** The Alien Invader reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Night vision:** A tunneler can see perfectly in darkness.
- **Keen Senses:** One or more of the tunnelers senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other **PER** tests by 1 (to a minimum of 0).
- **Sensory overload:** The tunneler is very sensitive to bright light and loud noises. At the overseer's discretion, If subjected to such effects such as from a flashbang, flare gun or an explosion in close proximity, the tunneler must spend 1 AP or be stunned for one turn.
- **Burrow:** As a major action, the tunneler may burrow underground to get away from its enemies and prepare for its next attack. On its next turn it can use its minor action to appear above ground anywhere within medium range of the place it burrowed. For the cost of 1 AP it may also add an extra CD to its bite attack after emerging.
- **Deadly venom:** When dealing persistent damage from its bite, each effect rolled on the persistent poison damage from a venomous tunnelers bite attack deals +1 poison damage.

Inventory

A Tunneler can be scavenged for 2CD Junk items. They can be butchered for 1 common item with an END+Survival check D 0.

Tunneler Queen

Level 14 mutated reptile, mighty creature

Body	Mind
10	7

Melee	Guns	Other
5	-	4

HP	48
Initiative	17
Defense	1

Physical DR	5	all
Energy DR	3	all
Radiation DR	Immune	-
Poison DR	8	all

Attacks

- **Bite (Body+melee) (TN 11)** 6CD physical, stun

Special Abilities

- **Immune to Radiation:** The Alien Invader reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Night vision:** A tunneler can see perfectly in darkness.
- **Keen Senses:** One or more of the tunnelers senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other **PER** tests by 1 (to a minimum of 0).
- **Sensory overload:** The tunneler is very sensitive to bright light and loud noises. At the overseer's discretion, If subjected to such effects such as from a flashbang, flare gun or an explosion in close proximity, the tunneler must spend 1 AP or be stunned for one turn.
- **Burrow:** As a major action, the tunneler may burrow underground to get away from its enemies and prepare for its next attack. On its next turn it can use its minor action to appear above ground anywhere within medium range of the place it burrowed. For the cost of 1 AP it may also add an extra CD to its bite attack after emerging. Anyone within reach of a breaching tunneler queen must spend 1 AP or fall prone.
- **Action packed:** The queen is driven and motivated and takes matters into their own hands. The queen begins each scene with a personal pool of 4 Action Points, which it may spend instead of drawing from other sources.

Inventory

A Tunneler can be scavenged for 2CD Junk items. They can be butchered for 1+1CD common item with an END+Survival check D 0.

TROGS



Trog is the common name for humans that have become infected with the Troglodyte Degeneration Contagion (TDC). Trogs reside in the Pitt. Due to the contagion being endemic to the town, approximately 20% of the populace have transformed into these wild, chattering monstrosities, hiding in darkness and attacking anything on sight. Study shows that children born in TDC-active areas virtually have a 100% degeneration rate and become feral within weeks of birth. They will kill friends and loved ones.

Trog Fledgling

These trogs are the smallest and weakest of their kind.

Level 2 mutated humanoid, normal creature

Body	Mind
5	4

Melee	Guns	Other
3	-	1

HP	7
Initiative	9
Defense	1

Physical DR	-	-
Energy DR	-	-
Radiation DR	Immune	-
Poison DR	-	-

Attacks

- Claws (Body+melee) (TN 8) 4CD physical

Special Abilities

- **Immune to Radiation:** The trog reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Night vision:** A Trog can see perfectly in darkness.
- **Swift:** At the start of combat a Trog may spend 1 AP to add their level to their initiative.

Inventory

A Trog can be scavenged for 2CD Junk items.

Trog Brute

The typical trog is larger and more powerful than a fledgling. Their swiftness can leave opponents surprised by the trogs powerful claws.

Level 4 mutated humanoid, normal creature

Body	Mind
6	4

Melee	Guns	Other
3	-	1

HP	10
Initiative	10
Defense	1

Physical DR	-	-
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Energy DR	-	-
Radiation DR	Immune	-
Poison DR	-	-

Attacks

- Claws (Body+melee) (TN 9) 5CD physical

Special Abilities

- **Immune to Radiation:** The trog reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Night vision:** A Trog can see perfectly in darkness.
- **Swift:** At the start of combat a Trog may spend 1 AP to add their level to their initiative.
- **Surprising blow:** If a Trog brute hits someone who has yet to act in combat, they deal +2CD damage.

Inventory

A Trog can be scavenged for 2CD Junk items.

Trog Savage

Savages are the largest and most aggressive of the trogs. They are inhumanly strong and can rip a man to shreds with ease with its powerful claws. Fortunately, they have little protection and can easily be gunned down, although their surprising speed can make this difficult to accomplish before they are in your face.

Level 8 mutated humanoid, normal creature

Body	Mind
8	4

Melee	Guns	Other
4	-	1

HP	16
Initiative	12
Defense	1

Physical DR	-	-
Energy DR	-	-
Radiation DR	Immune	-
Poison DR	-	-

Attacks

- Claws (Body+melee) (TN 9) 6CD physical

Special Abilities

- **Immune to Radiation:** The trog reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Night vision:** A Trog can see perfectly in darkness.

- Swift:** At the start of combat a Trog may spend 1 AP to add their level to their initiative.
- Surprising blow:** If a Trog savage hits someone who has yet to act in combat, they deal +2CD damage.
- **Aggressive:** The Trog savage is quick to action when it senses prey. When the savage enters a scene, immediately generate 1 Action Point. If the savage is an ally, then it goes into the group pool. If it is an enemy, it goes into the GM's pool.

Inventory

A Trog can be scavenged for 3CD Junk items.

Chupacabra (Morosaurus)



Named after the legendary creature from pre-war mythology, the chupacabra is a mutated creature that is reptilian in origin. Standing at around three feet in height the chupacabra has scaly skin that is usually green or yellow in color, with spines along its back. The chupacabra is well known for preying on livestock such as Brahmin and Bighorners, using their large fangs to puncture wounds into the livestock and feeding on the blood.

Level 5, Mutated Reptile cryptid, Normal Creature (38 XP)

Body	Mind
6	5

Melee	Guns	Other
4	-	2

HP	11
Initiative	11
Defense	1

Physical DR	2	All
Energy DR	3	All

Radiation DR	Immune	-
Poison DR	-	-

Attacks

- **Claws:** BODY + Melee (TN 10) 4CD Physical
- **Bite:** BODY + Melee (TN 10) 3CD Piercing 1 Physical

Special Abilities

- **Immune to Radiation:** The chupacabra reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Blood Sucker:** Every Effect rolled when the chupacabra uses the Bite attack heals the chupacabra for 1 HP.

Inventory

Butchery: Scavengers can butcher a dead chupacabra with a successful **END +Survival** test with a difficulty of 0. This yields 1CD varmint meat.

King snapper

King snappers are giant multi-headed mutant alligator snapping turtles that are found in abundance in the swamps, rivers and bayous. They are extremely aggressive but are valued for their meat and shells. A typical specimen are between 5-8 feet long, but specimens as large as 20 feet are rumored to exist.



Level 6 mutated reptile, normal creature

Body	Mind
7	4

Melee	Guns	Other
3	-	1

HP	13
Initiative	11
Defense	1

Physical DR	5 body, 2 head, legs	-
Energy DR	5 body, 2 head, legs	-
Radiation DR	IMMUNE	-
Poison DR	-	-

Attacks

- Many bites (Body+Melee) (TN 10) 5CD Piercing, vicious physical damage

Special Abilities

- **Immune to radiation:** The King snapper reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Snapping bites:** The King snappers bite attacks are frighteningly fast, and hard to avoid. The defence of a target is reduced by 1. This can't reduce a targets defence below 1.
- **Multi-headed:** If one of the King snappers' heads are injured it may continue to act normally using its other heads.
- **Retract:** The King snapper can retract its heads inside its shell as a minor action increasing the DR and ER of its heads by 3 but reducing its defence by 1. It can retrieve its heads as a minor action.
- **Aquatic:** The King snapper can swim and submerge itself in water indefinitely without needing to come up for air. They suffer no difficulty increase for attacks or movements made while underwater.

Inventory

Butchery: Scavengers can butcher a dead King Snapper with a D0 END+Survival check yielding 2CD turtle meat and common materials. Each effect also yields a turtle egg.

Giant King Snapper

Level 12 mutated reptile, mighty creature

Body	Mind
12	4

Melee	Guns	Other
4	-	1

HP	72
Initiative	16
Defense	1

Physical DR	10 body, 4 head, legs	-
Energy DR	10 body, 4 head, legs	-
Radiation DR	IMMUNE	-
Poison DR	-	-

Attacks

- Many bites (Body+Melee) (TN 16) 8CD Piercing, vicious physical damage

Special Abilities

- **Immune to radiation:** The King snapper reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Snapping bites:** The King snappers bite attacks are frighteningly fast, and hard to avoid. The defence of a target is reduced by 1. This can't reduce a targets defence below 1.
- **Multi-headed:** If one of the King snappers' heads are injured it may continue to act normally using its other heads.
- **Retract:** The King snapper can retract its heads inside its shell as a minor action increasing the DR and ER of its heads by 3 but reducing its defence by 1. It can retrieve its heads as a minor action.
- **Aquatic:** The King snapper can swim and submerge itself in water indefinitely without needing to come up for air. They suffer no difficulty increase for attacks or movements made while underwater.
- **Big:** The Giant King snapper is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defence is reduced by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.

Inventory

Butchery: Scavengers can butcher a dead Giant King Snapper with a D0 END+Survival check yielding 4CD turtle meat and common materials. Each effect also yields a turtle egg.

Letiche, The Honey island monster



This creature resembles large humanoid alligator covered in green, vine like fur. The honey island

monster is actually a variant of a gatorclaw that have been infected with spore carriers making their scales covered in brown and green vines.

Level 11, Mutated Reptile cryptid, Normal Creature (81 XP)

Body	Mind
9	5

Melee	Guns	Other
5	-	3

HP	31
Initiative	14
Defense	1

Physical DR	8	All
Energy DR	10	All
Radiation DR	IMMUNE	
Poison DR	10	All

Attacks

- **CLAWS: BODY + Melee** (TN 14), 5 CD Piercing, physical damage
- **BITE: BODY + Melee** (TN 14), 6 CD Vicious, Physical damage.
- **SPORE BURST: BODY + Melee** (TN 14), 6 CD Poison damage, Persistent (Poison), Spread, Blast

Special Abilities

- **Immune to Radiation:** The Letiche reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Big:** The Letiche is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defence is reduced by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.
- **Keen Senses:** One or more of the Letiche's senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other **PER** tests by 1 (to a minimum of 0).
- **Snapping bite:** A Letiche may choose to make a deadlier bite attack by increasing the difficulty of the attack by +1. If it succeeds, the attack's damage increases by +2 CD.
- **Weak Spot:** If an attacker chooses to target the Letiche's head, it ignores the creature's DR. This does not apply against hits which hit the head due to random chance.
- **Aquatic:** The Letiche can swim and submerge itself in water indefinitely without needing to come up for air. They suffer no difficulty increase for attacks or movements made while underwater.
- **Spores:** When a Letiche is damaged roll a CD at the end of each of its turns or if reduced to 0 HP. On an effect the Letiche explodes and is destroyed using its Spore burst attack on anyone in its zone. Anyone damaged by the Spore burst attack must roll an END+Survival check difficulty 2 or contract Spore infection (see spore carrier for details).

- **Ambush** A Letiche has a TN of 15 for Sneak tests, and rolls +1d20 on sneak attacks. In areas of vegetation all difficulties to notice a Letiche is increased by 1.

Inventory

Butchery: Scavengers can butcher a dead gatorclaw with a successful **END + Survival** test with a difficulty of 1. This yields 2 CD portions of gatorclaw meat. If an Effect is rolled, then it also yields a Deathclaw hand.

Grunch



Stories of the Grunch have circulated in the New Orleans area for centuries; the oldest account being shortly after the Louisiana Purchase. According to the legend, this monster is said to have razor sharp teeth, the legs of a goat, and is the size of a man. It lurks in the tall grass, waiting for those who park their car on Grunch Road (which has since been repaved and renamed). Some stories claim that the Grunch is the result of a curse put on by none other than the Voodoo Queen herself, Marie Laveau.

These creatures is rumored to be the result of a group of swamp dwelling humans that was exposed to FEV infected swamp water and high doses of radiation. While not as feral as ghouls, they are still primitive and animalistic in behavior and highly territorial and aggressive. Regardless of any human ancestry, they have long since abandoned the use of tools and technology and only communicate in grunts, snarls and howling.

Level 4 mutated human cryptid, normal creature

Body	Mind
6	4

Melee	Guns	Other
3	-	3

HP	10
Initiative	10
Defense	1

Physical DR	1	all
Energy DR	2	all

Radiation DR	IMMUNE	-
Poison DR	3	all

Attacks

- **Maul (Body+ Melee) (TN 9)** 4CD vicious physical damage

Special Abilities

- **Sneaky:** A grunch has a TN of 12 for Sneak tests, and rolls +1d20 on sneak attacks.
- **Keen senses:** One or more of the Grunch's senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other PER tests by 1 (to a minimum of 0).
- **Night vision:** A Grunch can see perfectly in the dark.
- **In the tall grass:** A grunch revels in stalking its prey, making it fearful and on edge. If a grunch manage to surprise its prey, all attacks made by that enemy is made at one difficulty higher until the grunch is slain or 1 hour passes.

Leu Fullet



The Leu Fullet, also known as Cajun Fairies, are glowing balls of light that lurks dark in the swamp where their light often lures travelers to their doom. They are mutated fireflies the size of a football. Their phosphorescent light comes from a highly volatile bioplasma which they can shoot at anyone that threatens them. They also have a tendency to explode when they are killed or cornered. They are shy and usually try to fly away from other creatures which sometimes cause those creatures to follow them and get lost in the swamp. The Shriven seems to be able to control the Leu Fellet and sometimes use them to light their path or as living mines to protect their camps.

Level 3 Insect cryptid, normal creature

Body	Mind
5	5

Melee	Guns	Other
-	1	2

HP	7
Initiative	10
Defense	2

Physical DR	-	-
Energy DR	2	All
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **Spit (Body+Guns) (TN 6)** 3CD Persistent, piercing energy, debilitating, Range M

Special Abilities

- **Little:** Leu Fullet's are smaller than most characters. The creature's normal HP decreases to Body + $\frac{1}{2}$ level (rounded up), but its Defense increases by 1. Further, it is slain by any hit which inflicts an Injury.
- **Flight:** Leu Fullet's can move freely through the air. They ignore most ground-level obstacles and difficult terrain effects, and they can move through "empty" zones above the battlefield if desired. It must spend at least one minor action each turn moving, and if it is knocked prone it falls to the ground, suffering 3 DC Stun physical damage, +2 DC for each zone above ground level it was before it fell.
- **Alluring luminescence:** The Leu fullet glows like a lantern. As a minor action it can change the color and intensity of its glow, making it blink rapidly or emit a consistent glow. As a major action the Leu Fullet can spend 1 or more AP to release a blinding light in a large radius. Roll 1CD for every AP spent, any creature in close range is stunned for 1 round for every effect rolled.
- **Plasma burst:** When a Leu Fullet is killed any creature in close range suffers damage as if hit by the Leu Fullet's spit attack unless they spend 1 AP to get out of the way. Cornered or agitated Leu Fullet's sometimes blow themselves up. A Leu fullet can spend a major action to intentionally blow itself up.

Rogarou



Part wolf, part man, these werewolf like creatures stalks the swamps of Louisina for prey. They have a kinship with wolves who often follow them in their hunt. Rumour has it that the Rogarou evolved from wolves that ingested FEV infected swamp water. They show a surprisingly keen intelligence and they are highly feared for the disease they carry called the Rogarou's curse.

Level 9, mutated canine cryptid, normal creature

Body	Mind
7	6

Melee	Guns	Other
5	-	3

HP	16
Initiative	13
Defense	1

Physical DR	3	All
Energy DR	2	All
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **Bite (Body+ Melee) (TN 12)** 5CD physical damage

Special Abilities

- **Rogarou's curse:** The Rogarou's bite carries a special disease that causes the victim to go temporarily insane. Anyone bitten by a Rogarou must test to see if they have caught the disease with a D2 END+Survival check. If they fail, they have been afflicted with the Rogarou's curse (see below). The Rogarou's curse follows the normal rules for disease and has a duration of 4.
- **Aggressive:** The Rogarou is quick to action when it senses prey. When the reaver enters a scene, immediately generate 1 Action Point. If the Rogarou is an ally, then this goes into the group pool. If they are an enemy, it goes into the GM's pool.
- **Keen senses:** One or more of the Rogarou's senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other PER tests by 1 (to a minimum of 0).
- **Night vision:** The Rogarou can see perfectly in the dark.
- **Swamp walker:** The Rogarou is unaffected by difficult terrain in swamps and shallow water.
- **Swamp stalker:** While in swampy or overgrown terrain the Rogarou has a sneak TN of 12.

Rogarou's curse: Anyone afflicted by the Rogarou's curse becomes bloodthirsty and hungers for fresh meat. Whenever they eat food other than fresh meat, they must pay 1 AP or refuse to eat that food. While in combat they will have an insatiable urge to bite their enemies. If they try to attack anyone with anything other than an unarmed attack, they must pay 1 AP or they must attack the closest living target regardless of whether they are friend or foe. Anyone damaged by an infected targets unarmed attack risks getting inflicted with the Rogarou's curse. Outside of combat the infected character becomes easily agitated and any skill requiring social interaction or concentration has its difficulty and complication range increased by 1.

Inventory

Butchery: Scavengers can butcher a dead Rogarou with a D0 END+Survival check. A success yields 2CD Mongrel dog meat, +1 mongrel meat for every AP spent. Any complications while butchering a dead Rogarou may expose the butcher to the Rogarou's curse.

Carolina wolfman



Just south of the capital wastes... Supermutants driven south from there continue their conquests dominating most of the Hampton Roads area... and shadows of the past reach across the region as the Great Dismal Swamp reclaims land. Mutated Flora and Fauna spread further every day.

One such creature is the Carolina wolfman. A creature similar to the Rogarou of Louisina legend and may share a similar origin. They are smaller and have reddish fur hinting that they may have evolved from the red wolf species. They are primarily found in the Dismal swamp located in the North Carolina area of the Southeast commonwealth, but there have been reports of sightings of similar creatures in wetlands and swamps all along the East coast. They are not as aggressive as a normal Rogarou and don't carry the Rogarou's curse, but bites from their filthy fangs can cause disease. They are cunning and intelligent predators often working together to catch prey. Unlike their larger cousins, the Carolina wolfmen aren't strict predators but also eat carrion.

Level 7, mutated canine cryptid, normal creature

Body	Mind
6	6

Melee	Guns	Other
4	-	4

HP	13
Initiative	12
Defense	1

Physical DR	2	All
Energy DR	2	All
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- Bite (Body+ Melee) (TN 10) 4CD physical damage

Special Abilities

- **Cunning:** A wolfman is very cunning and elusive. At the start of combat, they receive 1 AP that only they or other wolfmen can use. They can spend a minor action to gain 1 AP in this pool but can never have more than 6 AP total in this pool due to this ability.

- **Keen senses:** One or more of the wolfman's senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other PER tests by 1 (to a minimum of 0).
- **Night vision:** The wolfman can see perfectly in the dark.
- **Swamp walker:** The wolfman is unaffected by difficult terrain in swamps and shallow water.
- **Swamp stalker:** While in swampy or overgrown terrain the wolfman has a sneak TN of 12 and rolls +1d20 on sneak attacks.
- **Disease carrier:** The Wolfman's bite counts as a disease source (see CRB p. 193-194)

Inventory

Butchery: Scavengers can butcher a dead wolfman with a D0 END+Survival check. A success yields 1CD Mongrel dog meat, +1 mongrel meat for every AP spent. Each effect also yields 1 common material.

Deathclaw matriarch

Level 15, mutated reptile, mighty creature

Body	Mind
11	7

Melee	Guns	Other
5	-	4

HP	82
Initiative	18
Defense	1

Physical DR	8	All
Energy DR	11	All
Radiation DR	IMMUNE	-
Poison DR	11	All

Attacks

- **Claws (Body+melee) (TN 16)** 8CD piercing physical damage
- **Slam (Body+melee) (TN 16)** 6CD stun physical damage
- **Heavy object (Body+melee) (TN 16)** 6CD stun physical damage, Throwing, range M

Special Abilities

- **Nest mother:** When protecting her nest, the matriarch generates one AP at the start of each turn. If the matriarch is an ally, then this goes into the group pool. If they are an enemy, it goes into the GM's pool.
- **Immune to radiation:** The deathclaw reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Big:** The deathclaw is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defense decreases by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 9+ damage (after damage resistance) in a single hit, rather than the normal 5+.

- **Keen senses:** One or more of the deathclaw's senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other PER tests by 1 (to a minimum of 0).
- **Rend:** A deathclaw may choose to make a deadlier Claw attack by increasing the difficulty of the attack by +1. If it succeeds, the attack's damage increases by +3CD.
- **Weak spot:** If an attacker chooses to target the deathclaw's torso, reduces the creature's DR to 2. This does not apply against hits which hit the torso due to random chance.
- **Massive strength:** A deathclaw is capable of lifting and throwing objects as large as a standard car.

Inventory

BUTCHERY: Scavengers can butcher a dead deathclaw with a successful END + Survival test with a difficulty of 1. This yields 3CD portions of deathclaw meat. Each effect also yields a Deathclaw egg.

Alpha deathclaw

Level 18, mutated reptile, mighty creature

Body	Mind
12	7

Melee	Guns	Other
6	-	4

HP	96
Initiative	19
Defense	1

Physical DR	10	All
Energy DR	13	All
Radiation DR	IMMUNE	-
Poison DR	13	All

Attacks

- Claws (Body+melee) (TN 17) 9CD piercing, vicious physical damage
- Slam (Body+melee) (TN 17) 8CD stun physical damage
- Heavy object (Body+melee) (TN 17) 7CD stun physical damage, Throwing, range M

Special Abilities

- **Alpha:** The alpha is driven and motivated and takes matters into their own hands. The alpha begins each scene with a personal pool of 4 Action Points, which it may spend instead of drawing from other sources
- **Immune to radiation:** The deathclaw reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Big:** The deathclaw is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defense decreases by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 10+ damage (after damage resistance) in a single hit, rather than the normal 5+.
- **Keen senses:** One or more of the deathclaw's senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other PER tests by 1 (to a minimum of 0).

- **Rend:** A deathclaw may choose to make a deadlier Claw attack by increasing the difficulty of the attack by +1. If it succeeds, the attack's damage increases by +4CD.
- **Weak spot:** If an attacker chooses to target the deathclaw's torso, reduces the creature's DR to 4. This does not apply against hits which hit the torso due to random chance.
- **Massive strength:** A deathclaw is capable of lifting and throwing objects as large as a standard car.

Inventory

BUTCHERY: Scavengers can butcher a dead deathclaw with a successful END + Survival test with a difficulty of 1. This yields 3CD portions of deathclaw meat.

Swamp ghoul



Level 2, mutated human, normal creature

Body	Mind
4	5

Melee	Guns	Other
2	-	1

HP	6
Initiative	9
Defense	1

Physical DR	-	-
Energy DR	-	-
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- Unarmed (Body+melee) (TN 5) 3CD radioactive physical damage

Special Abilities

- **Swamp walker:** The swamp ghoul is unaffected by difficult terrain in swamps and shallow water.
- **Swamp stalker:** While in swampy or overgrown terrain the swamp ghoul has a sneak TN of 12.
- **Feral:** The feral ghoul is unintelligent, driven purely by feral instinct. Feral NPCs cannot be persuaded or influenced by Speech tests. Feral NPCs will move towards and attack the nearest

enemy. If they cannot detect an enemy, they move towards the nearest source of bright light or loud noise. Failing that, they move around randomly or simply lie down and do nothing.

- **Ghoul:** A ghoul is healed by radiation. It regains 1HP for every 3 points of Radiation damage inflicted upon it.
- **Play dead:** A feral ghoul which is prone and not moving is difficult to tell apart from a corpse. It takes a PER + Survival test, difficulty 2, to spot a ghoul which is currently 'playing dead'. They often use this to ambush unsuspecting passers-by

Inventory

Inventory: A swamp ghoul can be scavenged for 2CD junk items.

Feral ghoul roamer

These ghouls are seen wearing the remains of pre-War combat armor commonly used by the National Guard and U.S. Army. Most of them can be found in abandoned metro tunnels and buildings, where people who couldn't gain entrance to the vaults often sought refuge.

Although what remains of their armor gives them some protection, roamers can still be brought down quickly with most weapons. However, they do tend to appear in small groups and can be dangerous to a poorly equipped wastelander. Due to the ruined condition of their armor, it can't be taken after they are killed.

Level 5, mutated human, normal creature

Body	Mind
6	5

Melee	Guns	Other
4	-	2

HP	11
Initiative	11
Defense	1

Physical DR	2	Body, arms, legs
Energy DR	2	Body, arms, legs
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **Unarmed (Body+melee) (TN 10)** 4CD radioactive physical damage

Special Abilities

- **Feral:** The feral ghoul is unintelligent, driven purely by feral instinct. Feral NPCs cannot be persuaded or influenced by Speech tests. Feral NPCs will move towards and attack the nearest enemy. If they cannot detect an enemy, they move towards the nearest source of bright light or loud noise. Failing that, they move around randomly or simply lie down and do nothing.
- **Ghoul:** A ghoul is healed by radiation. It regains 1HP for every 3 points of Radiation damage inflicted upon it.

- **Play dead:** A feral ghoul which is prone and not moving is difficult to tell apart from a corpse. It takes a PER + Survival test, difficulty 2, to spot a ghoul which is currently 'playing dead'. They often use this to ambush unsuspecting passers-by

Inventory

Inventory: A feral ghoul roamer can be scavenged for 3CD junk items.

Feral ghoul reaver

Feral ghoul reavers are extremely strong ferals clothed in what appears to be the remains of metal armor. Reavers' skin may, upon close inspection, appear to bubble and burn, emitting radiation and dark green smoke.

Tougher than other ghouls, reavers are one of the most formidable types of ghouls one commonly encounters in the wasteland. They are extremely quick, and their lunge attack can knock their targets back some distance. Reavers have the unique ability to throw pieces of their own body at a target. These chunks, thrown with deadly accuracy and range, explode like a grenade and can easily cripple limbs. The chunks also emit radiation.

Reavers, unlike other feral ghouls, seem to be highly perceptive and can easily detect most foes, including those wearing a Stealth Boy or Chinese stealth armor, or other types of stealth enhancing measures.

Level 7, mutated human, normal creature

Body	Mind
7	5

Melee	Guns	Other
5	-	3

HP	14
Initiative	12
Defense	1

Physical DR	3	Body, arms, legs
Energy DR	2	Body, arms, legs
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **Unarmed (Body+melee)** (TN 12) 5CD radioactive, stun physical damage
- **Flesh toss (Body+melee)** (TN 12) 4CD radioactive, blast physical damage, Throwing, Range M

Special Abilities

- **Aggressive:** The Feral ghoul reaver is quick to action when it senses prey. When the reaver enters a scene, immediately generate 1 Action Point. If the reaver is an ally, then this goes into the group pool. If they are an enemy, it goes into the GM's pool.

- **Keen senses:** One or more of the Ghoul's senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other PER tests by 1 (to a minimum of 0).
- **Feral:** The feral ghoul is unintelligent, driven purely by feral instinct. Feral NPCs cannot be persuaded or influenced by Speech tests. Feral NPCs will move towards and attack the nearest enemy. If they cannot detect an enemy, they move towards the nearest source of bright light or loud noise. Failing that, they move around randomly or simply lie down and do nothing.
- **Ghoul:** A ghoul is healed by radiation. It regains 1HP for every 3 points of radiation damage inflicted upon it.
- **Play dead:** A feral ghoul which is prone and not moving is difficult to tell apart from a corpse. It takes a PER + Survival test, difficulty 2, to spot a ghoul which is currently 'playing dead'. They often use this to ambush unsuspecting passers-by

Inventory

Inventory: A feral ghoul reaver can be scavenged for 3CD junk items and 1CD valuables.

ALIENS



Alien Invader (E Red)

Going off their appearance, the Alien Invaders are the elite of Zetan society, likely serving as enforcers or commanders of their extraterrestrial civilization. But since contact with these beings, or any form of their race, have been rare even before the Great War when the use of cutting-edge technology was at its zenith, it is difficult to tell what the purpose of these individuals are and what their exact role in their race's recent (Or possibly long-lived, if pre-War rumors are to be believed)

interest in humanity is to be.

Level 10 alien, normal creature

Body	Mind
8	5

Melee	Guns	Other
0	5	-

HP	18
Initiative	13
Defense	1

Physical DR	2 head, 4 torso, 3 legs, arms	-
Energy DR	3 head, 5 torso, 3 legs, arms	-
Radiation DR	Immune	-
Poison DR	Immune	-

Attacks

- **Alien Disintegrator: BODY+Guns (TN 13)** 6CD Energy damage, Blast, Range C, Fire Rate 2

Special Abilities

- **Alien:** The Alien Invader cannot be reasoned with or influenced by Speech tests.
- **Aggressive:** The Alien Invader is quick to action when it senses prey. When the Alien Invader enters a scene, immediately generate 1 Action Point. If the Alien Invader is an ally, then it goes into the group pool. If it is an enemy, it goes into the GM's pool.
- **Immune to Fear:** The Alien Invader cannot be intimidated or threatened in any way and will either ignore or attack anyone who attempts to threaten or intimidate it.
- **Immune to Poison:** The Alien Invader reduces all Poison damage suffered to 0 and cannot suffer from any damage or effects from poison.
- **Immune to Radiation:** The Alien Invader reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Alien Power Armor:** Thanks to their unique power armor, Alien Invaders can hold their weapons with one hand if they wish to. Doing so does not increase the Difficulty to attacks by +2 when using weapons with the Two-Handed quality.

Alien lieutenant

Alien Lieutenants often lead strike teams of alien invaders or oversees decks on the Zetan motherships.

Level 10, Alien

Body	Mind
6	7

Melee	Guns	Other
2	3	2

HP	16
Initiative	12
Defense	1

Physical DR	2	All
Energy DR	3	All
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- Alien atomizer (Ranged+body) (TN 9) 5CD energy, piercing, reliable, blast, Range C, Fire rate 2
- Alien shock baton (Melee+body) (TN 8) 4CD energy, stun

Special Abilities

- **Force shield:** The Alien lieutenant carries a device that can create a shield of force to block incoming attacks. The shield grants the alien 2CD worth of cover against all attacks. This cover is unaffected by the piercing and breaking weapon effects.
- **Alien:** The Zetan cannot be reasoned with or influenced by Speech tests.
- **Immune to Fear:** The Alien Invader cannot be intimidated or threatened in any way and will either ignore or attack anyone who attempts to threaten or intimidate it.
- **Immune to Poison:** The Alien Invader reduces all Poison damage suffered to 0 and cannot suffer from any damage or effects from poison.
- **Immune to Radiation:** The Alien Invader reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

Alien worker

Alien workers do menial tasks aboard the Zetan ships. They are usually non-hostile and flee in the face of danger but may attack if ordered to or cornered.

Level 3, Alien, normal creature

Body	Mind
4	6

Melee	Guns	Other
1	1	4

HP	7
Initiative	10
Defense	1

Physical DR	1	Body, arms, legs
Energy DR	2	Body, arms, legs
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- Alien shock baton (Melee+body) (TN 5) 4CD energy, stun

Special Abilities

- **Alien:** The Zetan cannot be reasoned with or influenced by Speech tests.
- **Alien worker:** The alien work rolls an additional 1d20 on all Repair, Medicine and Science tests. When acting as a group, they may reroll 1d20 for every additional Alien worker or alien support drone in that group when making such checks.
- **Drone controller:** Some alien workers come equipped with a drone controller which allows them to spend a minor action to order a Zetan robot within Close range to immediately perform a minor action. Alternatively, they may spend a major action to order a Zetan robot to take a major action immediately.
- **Immune to Fear:** The Alien Invader cannot be intimidated or threatened in any way and will either ignore or attack anyone who attempts to threaten or intimidate it.
- **Immune to Poison:** The Alien Invader reduces all Poison damage suffered to 0 and cannot suffer from any damage or effects from poison.
- **Immune to Radiation:** The Alien Invader reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

Alien abomination

Abominations are large, pale creatures with black eyes. They retain characteristics of Zetans. After spotting a target, an abomination will point at it and wail loudly, and then attack with its long arms.

Level 12, Alien, Normal creature

Body	Mind
9	5

Melee	Guns	Other
4	-	0

HP	21
Initiative	13
Defense	1

Physical DR	2	All
Energy DR	2	All
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- Claws (Melee+body) (TN 13) 5CD vicious

Special Abilities

- **Aggressive:** The alien abomination is quick to action when it senses prey. When the abomination

enters a scene, immediately generate 1 Action Point. If the abomination is an ally, then this goes into the group pool. If they are an enemy, it goes into the GM's pool.

- **Alien:** The Zetan cannot be reasoned with or influenced by Speech tests.
- **Immune to Fear:** The Alien Invader cannot be intimidated or threatened in any way and will either ignore or attack anyone who attempts to threaten or intimidate it.
- **Immune to Poison:** The Alien Invader reduces all Poison damage suffered to 0 and cannot suffer from any damage or effects from poison.
- **Immune to Radiation:** The Alien Invader reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

Alien captain

Alien Captains are in charge of the Motherships of Zetan invasion fleets.

Level 14, Alien, Mighty creature

Body	Mind
7	10

Melee	Guns	Other
3	4	3

HP	42
Initiative	17
Defense	1

Physical DR	2	All
Energy DR	3	All
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **Alien pulverizer (Ranged+body) (TN 11)** 5CD energy, piercing, burst, reliable, Range C, Fire rate 3

Special Abilities

- **Force shield:** The Alien lieutenant carries a device that can create a shield of force to block incoming attacks. The shield grants the alien 2CD worth of cover against all attacks. This cover is unaffected by the piercing and breaking weapon effects.
- **Alien:** The Zetan cannot be reasoned with or influenced by Speech tests.
- **Alien leader:** The alien Captain may spend a minor action to order a Zetan or Zetan robot of lower level within Close range to immediately perform a minor action. Alternatively, they may spend a major action to order another Zetan or Zetan robot to take a major action immediately. Any skill checks made as part of these action receives a bonus 1d20 to the roll.
- **Immune to Fear:** The Alien Invader cannot be intimidated or threatened in any way and will either ignore or attack anyone who attempts to threaten or intimidate it.
- **Immune to Poison:** The Alien Invader reduces all Poison damage suffered to 0 and cannot suffer from any damage or effects from poison.

- **Immune to Radiation:** The Alien Invader reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

Alien Star Commander

The Star Admiral is the grand leader of an entire Zetan invasion fleet often consisting of dozens of ships of various sizes. The Star Admiral rests in a hovering throne covered in a forcefield. The throne has a built-in death ray that can atomize anything it hits leaving nothing but a scorch mark.

Level 20, Alien, legendary creature

Body	Mind
10	12

Melee	Guns	Other
4	5	6

HP	90
Initiative	22
Defense	1

Physical DR	4	All
Energy DR	5	All
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **Alien death ray (Ranged+body) (TN 15)** 12CD, vicious, piercing, blast, debilitating, range M
- **Alien command baton (Melee+body) (TN 14)** 6CD energy, stun, piercing, persistent

Special Abilities

- **Forcefield:** The Alien Star admirals throne creates a forcefield to block incoming attacks. The shield grants the alien 3CD worth of cover against all attacks. This cover is unaffected by the piercing and breaking weapon effects.
- **Alien:** The Zetan cannot be reasoned with or influenced by Speech tests.
- **Alien overlord:** The alien Star Admiral may spend a minor action to order any Zetan or Zetan robot of lower level within long range to immediately perform a minor action. Alternatively, they may spend a major action to order any Zetan or Zetan robot within long range to take a major action immediately. Any skill checks made as part of these actions receives a bonus 1d20 to the roll. Any Zetan or Zetan construct within close range of the admiral receive a bonus d20 on all skill rolls.
- **Genius strategist:** Adds 3 AP when entering a scene. While on the battlefield the Star Admiral adds 1 AP at the start of each turn. If the abomination is an ally, then this goes into the group pool. If they are an enemy, it goes into the Overseer's pool.
- **Alien presence:** Enemies of the Star Admiral increase the difficulty of all checks by 1 while within close range of the admiral.
- **Flight:** The admiral is seated in a control throne that acts as both armor and transportation, allowing the alien limited flight. They ignore most ground-level obstacles and difficult terrain effects,

and they can move through “empty” zones above the battlefield if desired. The throne’s anti-gravity engine means it can’t be knocked down and even if it falls the engines will slow the fall making sure it won’t take any falling damage. The engine can be targeted with an attack at one difficulty higher than normal. Attacks targeting the anti-grav engine in this way gains the Stun quality.

- **Invasion fleet:** The Alien admiral may teleport in reinforcements as a minor action. Teleported reinforcements arrive within long range of the admiral. For 1 AP the admiral may teleport in a normal Zetan alien or support drone, 2 AP teleports in an invader or guardian drone, 3 AP an abomination, 4 AP a lieutenant or 5 AP a Captain. He may spend multiple AP in this way as part of the same action to call in multiple aliens.
- **Teleport:** As a minor action the Admiral can spend 1 AP to teleport to anywhere within long range.
- **Immune to Fear:** The Alien Invader cannot be intimidated or threatened in any way and will either ignore or attack anyone who attempts to threaten or intimidate it.
- **Immune to Poison:** The Alien Invader reduces all Poison damage suffered to 0 and cannot suffer from any damage or effects from poison.
- **Immune to Radiation:** The Alien Invader reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

Alien guardian drone

Level 6 robot, normal creature

Body	Mind
8	3

Melee	Guns	Other
-	3	-

HP	14
Initiative	11
Defense	1

Physical DR	3	All
Energy DR	3	All
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- Drone cannon (TN 11), 5CD Energy damage, burst, Range M

Special Abilities

- **Anti-grav engine:** The alien drone can move freely through the air. They ignore most ground-level obstacles and difficult terrain effects, and they can move through “empty” zones above the battlefield if desired. The drone’s anti-gravity engine means it can’t be knocked down and even if it falls the engines will slow the fall making sure it won’t take any falling damage. The engine can be targeted with an attack at one difficulty higher than normal. Attacks targeting the anti-grav engine in this way gains the Stun quality.

- **Alien robot:** The alien drone is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (p.34). Unlike normal robots' alien drones are unaffected by pulse weapons.
- **Immune to poison:** The alien drone reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **Immune to radiation:** The alien drone reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Immune to disease:** The alien drone is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.

Inventory

Salvage: Scavengers can scavenge a destroyed alien drone with a D2 repair check for 4CD common parts and 1d20 fusion cells, each effect also adds 1 uncommon part and each 2 effects a rare part.

Alien support drone

Level 4 robot, normal creature

Body	Mind
6	4

Melee	Guns	Other
1	-	1

HP	10
Initiative	10
Defense	1

Physical DR	2	
Energy DR	2	
Radiation DR	IMMUNE	
Poison DR	IMMUNE	

Attacks

- Pincers (Body+Melee) (TN 7), 4CD Physical damage

Special Abilities

- **Anti-grav engine:** The alien drone can move freely through the air. They ignore most ground-level obstacles and difficult terrain effects, and they can move through “empty” zones above the battlefield if desired. The drone’s anti-gravity engine means it can’t be knocked down and even if it falls the engines will slow the fall making sure it won’t take any falling damage. The engine can be targeted with an attack at one difficulty higher than normal. Attacks targeting the anti-grav engine in this way gains the Stun quality.

- **Alien robot:** The alien drone is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (p.34). Unlike normal robots' alien drones are unaffected by pulse weapons.
- **Immune to poison:** The alien drone reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **Immune to radiation:** The alien drone reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Immune to disease:** The alien drone is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- **Support drone:** The drone can make repair checks with a TN of 12 and gets a bonus D20 on such checks.

Inventory

Salvage: Scavengers can scavenge a destroyed alien drone with a D2 repair check for 3CD common parts, each effect also adds 1 uncommon part and each 2 effects a rare part.

ANTS



SMALL FORAGER ANT

Level 2, Mutated insect, Normal Creature (XP)

Body	Mind
5	4

Melee	Guns	Other
1	-	2

HP	6
Initiative	9
Defense	2

Physical DR	1	All
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Energy DR	-	-
Radiation DR	Immune	All
Poison DR	-	-

Attacks

- **Bite: BODY + Melee** (TN 6), [2CD] Physical damage.

Special Abilities

- **Immune to Radiation:** The Ant reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Hivemind:** Ants can communicate with each other even if they can't see each other. If one ant detects an enemy all other ants in the hive also become aware of that enemy.
- **Ant strength:** Ants have double the carrying capacity of a creature of their size.
- **Little:** The ant swarm is smaller than most characters. The creature's normal HP is reduced to Body + ½ level (rounded up), but its Defense increases by 1 (already included).
- **Sneaky:** A small ant has a TN of 10 for Sneak tests, and rolls +1d20 on sneak attacks.

Inventory

Butchery: Scavengers can butcher a dead Ant with a successful **END + Survival** test with a difficulty of 0. This yields 1 portions of Radroach meat

FORAGER ANT

Level 3, Mutated insect, Normal Creature (XP)

Body	Mind
5	5

Melee	Guns	Other
1	-	2

HP	7
Initiative	10
Defense	

Physical DR	2	All
Energy DR	-	-
Radiation DR	Immune	All
Poison DR	-	-

Attacks

- **Bite: BODY + Melee** (TN 6), [3CD] Physical damage.

Special Abilities

- **Immune to Radiation:** The Ant reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

- **Hivemind:** Ants can communicate with each other even if they can't see each other. If one ant detects an enemy all other ants in the hive also become aware of that enemy.
- **Ant strength:** Ants have double the carrying capacity of a creature of their size.

Inventory

Butchery: Scavengers can butcher a dead Ant with a successful **END + Survival** test with a difficulty of 0. This yields 1 portions of Radroach meat

SMALL SOLDIER ANT

Level 4, Mutated insect, Normal Creature (XP)

Body	Mind
6	4

Melee	Guns	Other
2	-	1

HP	8
Initiative	10
Defense	2

Physical DR	2	All
Energy DR	1	All
Radiation DR	Immune	All
Poison DR	1	All

Attacks

- **Bite:** **BODY + Melee** (TN 8), [4CD] Physical damage.

Special Abilities

- **Immune to Radiation:** The Ant reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Hivemind:** Ants can communicate with each other even if they can't see each other. If one ant detects an enemy all other ants in the hive also become aware of that enemy.
- **Ant strength:** Ants have double the carrying capacity of a creature of their size.
- **Little:** The ant swarm is smaller than most characters. The creature's normal HP is reduced to Body + ½ level (rounded up), but its Defense increases by 1 (already included).
- **Sneaky:** A small ant has a TN of 10 for Sneak tests, and rolls +1d20 on sneak attacks.

Inventory

Butchery: Scavengers can butcher a dead Ant with a successful **END + Survival** test with a difficulty of 0. This yields 1 portions of Radroach meat

SOLDIER ANT

Level 5, Mutated insect, Normal Creature (XP)

Body	Mind
7	4

Melee	Guns	Other
2	-	1

HP	12
Initiative	11
Defense	1

Physical DR	3	All
Energy DR	1	All
Radiation DR	Immune	All
Poison DR	1	All

Attacks

- **Bite:** BODY + Melee (TN 9), [5CD] Physical damage.

Special Abilities

- **Immune to Radiation:** The Ant reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Hivemind:** Ants can communicate with each other even if they can't see each other. If one ant detects an enemy all other ants in the hive also become aware of that enemy.
- **Ant strength:** Ants have double the carrying capacity of a creature of their size.

Inventory

Butchery: Scavengers can butcher a dead Ant with a successful **END + Survival** test with a difficulty of 0. This yields 1 portions of Radroach meat

OVERGROWN FORAGER ANT

Level 6, Mutated insect, Normal Creature (XP)

Body	Mind
6	5

Melee	Guns	Other
1	-	2

HP	18
Initiative	11
Defense	1

Physical DR	3	All
Energy DR	1	All

Radiation DR	Immune	All
Poison DR	1	All

Attacks

- **Bite:** **BODY + Melee** (TN 7), [5CD] Physical damage.

Special Abilities

- **Immune to Radiation:** The Ant reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Hivemind:** Ants can communicate with each other even if they can't see each other. If one ant detects an enemy all other ants in the hive also become aware of that enemy.
- **Ant strength:** Ants have double the carrying capacity of a creature of their size.
- **Big:** The overgrown ant is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defence is reduced by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.

Inventory

Butchery: Scavengers can butcher a dead Ant with a successful **END + Survival** test with a difficulty of 0. This yields 1+1CD portions of Radroach meat

OVERGROWN SOLDIER ANT

Level 8, Mutated insect, Normal Creature (XP)

Body	Mind
8	4

Melee	Guns	Other
3	-	1

HP	24
Initiative	12
Defense	1

Physical DR	4	All
Energy DR	2	All
Radiation DR	Immune	All
Poison DR	2	All

Attacks

- **Bite:** **BODY + Melee** (TN 11), [7CD] Physical damage.

Special Abilities

- **Immune to Radiation:** The Ant reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

- **Hivemind:** Ants can communicate with each other even if they can't see each other. If one ant detects an enemy all other ants in the hive also become aware of that enemy.
- **Ant strength:** Ants have double the carrying capacity of a creature of their size.
- **Big:** The overgrown ant is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defence is reduced by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.

Inventory

Butchery: Scavengers can butcher a dead Ant with a successful **END + Survival** test with a difficulty of 0. This yields 1+1CD portions of Radroach meat

FLYING ANT SWARM

Level 7, Mutated insect, Normal Creature (XP)

Body	Mind
6	6

Melee	Guns	Other
4	-	3

HP	12
Initiative	12
Defense	3 (2 against spread and blast)

Physical DR	-	-
Energy DR	-	-
Radiation DR	Immune	All
Poison DR	-	-

Attacks

- **Bite:** **BODY + Melee** (TN 10), [4CD] Piercing 2, Stun, Physical damage.

Special Abilities

- **Immune to Radiation:** The Ant reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Hivemind:** Ants can communicate with each other even if they can't see each other. If one ant detects an enemy all other ants in the hive also become aware of that enemy.
- **Ant strength:** Ants have double the carrying capacity of a creature of their size.
- **Swarm:** An ant swarm consists of thousands of tiny creatures and is extremely difficult to harm with conventional weapons. Attacks against a swarm with weapons without the area or spread quality is difficulty 3, in addition, successful attacks with weapons without these qualities deal only half damage to a swarm. Swarms can occupy the same space as other creatures and move through tiny cracks. Ant swarms can't be knocked down and are unaffected by qualities from weapons without

the spread or area qualities and are immune to the effect of injuries. Ant swarms that suffer a critical hit from a weapon with the blast or spread quality immediately disperses. Strong wind can disperse an ant swarm.

- **Little:** The ant swarm is smaller than most characters. The creature's normal HP is reduced to Body + ½ level (rounded up), but its Defense increases by 1 (already included).
- **Flying:** Ant swarms can move freely through the air. They ignore most ground-level obstacles and difficult terrain effects, and they can move through "empty" zones above the battlefield if desired.

Inventory

Butchery: Scavengers can butcher a dead ant swarm with a successful **END + Survival** test with a difficulty of 0. This yields 1 portions of Radroach meat.

OVERGROWN GLOWING SOLDIER ANT

Level 10, Mutated insect, Mighty Creature (XP)

Body	Mind
11	4

Melee	Guns	Other
4	-	2

HP	62
Initiative	15
Defense	1

Physical DR	5	All
Energy DR	4	All
Radiation DR	Immune	All
Poison DR	3	All

Attacks

- **Bite: BODY + Melee** (TN 15), [8CD] Radioactive, Physical damage.

Special Abilities

- **Immune to Radiation:** The Ant reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Hivemind:** Ants can communicate with each other even if they can't see each other. If one ant detects an enemy all other ants in the hive also become aware of that enemy.
- **Ant strength:** Ants have double the carrying capacity of a creature of their size.
- **Big:** The overgrown ant is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defence is reduced by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.
- **Glowing:** The glowing ant is saturated with so much radiation that they literally glow, emitting a

strange luminescence and irradiating the world around them. The glowing ant inflicts 2CD Radiation damage to anyone within Reach of it at the start of their turn. In addition, any melee attacks it makes gain the Radioactive damage effect (already included above).

Inventory

Butchery: Scavengers can butcher a dead Ant with a successful **END + Survival** test with a difficulty of 0. This yields 2+3CD portions of Radroach meat. On an effect also gain a rare material.

GIANT ANT QUEEN

Level 14, Mutated insect, Legendary Creature (XP)

Body	Mind
10	9

Melee	Guns	Other
4	-	3

HP	114
Initiative	19
Defense	1

Physical DR	6	All
Energy DR	5	All
Radiation DR	Immune	All
Poison DR	4	All

Attacks

- **Bite: BODY + Melee** (TN 14), [8CD], Physical damage.

Special Abilities

- **Immune to Radiation:** The Ant reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Hivemind:** Ants can communicate with each other even if they can't see each other. If one ant detects an enemy all other ants in the hive also become aware of that enemy.
- **Hive Queen:** As a major action the Ant Queen can grant all ants from her hive within medium range a minor action. By spending 2 AP she can grant up to 5 ants a major action instead. Ants in the same zone as the Queen rolls +1d20 on all checks. If the Ant Queen is threatened all other Ants in her zone gain +2CD bonus damage with their bite attack.
- **Ant strength:** Ants have double the carrying capacity of a creature of their size.
- **Flying:** Ant Queens have large wings allowing them to move freely through the air. They ignore most ground-level obstacles and difficult terrain effects, and they can move through "empty" zones above the battlefield if desired.
- **Big:** The overgrown ant is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defence is reduced by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.

Inventory

Butchery: Scavengers can butcher a dead Queen Ant with a successful **END + Survival** test with a difficulty of 0. This yields 2+3CD portions of Radroach meat. On an effect also gain a rare material.

CAVE CRICKET



Cave cricket

Level 5, Mutated insect, Normal Creature (XP)

Body	Mind
7	4

Melee	Guns	Other
2	-	1

HP	12
Initiative	11
Defense	1

Physical DR	1	All
Energy DR	1	All
Radiation DR	Immune	All
Poison DR	-	All

Attacks

- **Bite:** BODY + Melee (TN 9), [5CD] Physical damage.

Special Abilities

- **Immune to Radiation:** The Cricket reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

- **Leap:** As a minor action a cave cricket can pay 1 AP to leap anywhere within medium range ignoring difficult terrain and low obstacles.
- **Keen senses:** One or more of the cave crickets senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other **PER** tests by 1 (to a minimum of 0).

Inventory

Butchery: Scavengers can butcher a dead cave cricket with a successful **END + Survival** test with a difficulty of 0. This yields 1+1CD portions of Radroach meat

Cave cricket hunter

Level 8, Mutated insect, Normal Creature (XP)

Body	Mind
8	4

Melee	Guns	Other
3	-	2

HP	16
Initiative	12
Defense	1

Physical DR	3	All
Energy DR	3	All
Radiation DR	Immune	All
Poison DR	-	All

Attacks

- **Bite:** **BODY + Melee** (TN 11), [6CD] Physical damage.

Special Abilities

- **Immune to Radiation:** The Cricket reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Leap:** As a minor action a cave cricket can pay 1 AP to leap anywhere within medium range ignoring difficult terrain and low obstacles.
- **Keen senses:** One or more of the cave crickets senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other **PER** tests by 1 (to a minimum of 0).
- **Aggressive:** A cave cricket hunter is quick to action when it senses prey. When the cricket enters a scene, immediately generate 1 Action Point. If the cricket is an ally, then this goes into the group pool. If they are an enemy, it goes into the GM's pool.

Inventory

Butchery: Scavengers can butcher a dead cave cricket with a successful **END + Survival** test with a difficulty of 0. This yields 1+1CD portions of Radroach meat

Cave cricket piercer

Level 10, Mutated insect, Normal Creature (XP)

Body	Mind
10	4

Melee	Guns	Other
4	-	1

HP	20
Initiative	14
Defense	1

Physical DR	2	All
Energy DR	2	All
Radiation DR	Immune	All
Poison DR	-	All

Attacks

- **Bite:** **BODY + Melee** (TN 14), [7CD] Piercing 1, Physical damage.

Special Abilities

- **Immune to Radiation:** The Cricket reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Leap:** As a minor action a cave cricket can pay 1 AP to leap anywhere within medium range ignoring difficult terrain and low obstacles.
- **Keen senses:** One or more of the cave crickets senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other **PER** tests by 1 (to a minimum of 0).
- **Aggressive:** A cave cricket piercer is quick to action when it senses prey. When the cricket enters a scene, immediately generate 1 Action Point. If the cricket is an ally, then this goes into the group pool. If they are an enemy, it goes into the GM's pool.

Inventory

Butchery: Scavengers can butcher a dead cave cricket with a successful **END + Survival** test with a difficulty of 0. This yields 1+1CD portions of Radroach meat

Glowing Cave cricket

Level 11, Mutated insect, Mighty Creature (XP)

Body	Mind
12	4

Melee	Guns	Other
3	-	2

HP	46
Initiative	16
Defense	1

Physical DR	4	All
Energy DR	4	All
Radiation DR	Immune	All
Poison DR	-	All

Attacks

- **Bite: BODY + Melee** (TN 15), [7CD] Radioactive, Physical damage.

Special Abilities

- **Immune to Radiation:** The Cricket reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Leap:** As a minor action a cave cricket can pay 1 AP to leap anywhere within medium range ignoring difficult terrain and low obstacles.
- **Keen senses:** One or more of the cave crickets senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other **PER** tests by 1 (to a minimum of 0).
- **Glowing:** The glowing cave cricket is saturated with so much radiation that they literally glow, emitting a strange luminescence and irradiating the world around them. The glowing cave cricket inflicts 2CD Radiation damage to anyone within Reach of it at the start of their turn. In addition, any melee attacks it makes gain the Radioactive damage effect (already included above).

Inventory

Butchery: Scavengers can butcher a dead cave cricket with a successful **END + Survival** test with a difficulty of 0. This yields 1+1CD portions of Radroach meat, on an effect also yields a rare material.

GATORCLAW



Identical in posture and general anatomy to a deathclaw, gatorclaws have minor external traits that reflect their alligator genetics. They have an elongated, sock-like head and no horns. Their back and tail are protected by heavy platelike scutes, lined on either side by dull spikes. Their claws are very short and more robust than their untampered counterparts. Their skin is a dull forest green, contrasting sharply with their pale grayish underbellies. They can sometimes be seen lying flat in the same manner that alligators do.

Level 11, Mutated Reptile, Normal Creature (81 XP)

Body	Mind
9	5

Melee	Guns	Other
5	-	3

HP	31
Initiative	14
Defense	1

Physical DR	6	All
Energy DR	8	All
Radiation DR	IMMUNE	
Poison DR	10	All

Attacks

- **CLAWS:** BODY + Melee (TN 14), 5 CD Piercing 1 physical damage
- **BITE:** BODY + Melee (TN 14), 6 CD Vicious 1 Physical damage.

Special Abilities

- **Immune to Radiation:** The gatorclaw reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

- **Big:** The gatorclaw is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defence is reduced by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.
- **Keen Senses:** One or more of the gatorclaws senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other **PER** tests by 1 (to a minimum of 0).
- **Snapping bite:** A gatorclaw may choose to make a deadlier bite attack by increasing the difficulty of the attack by +1. If it succeeds, the attack's damage increases by +2 CD.
- **Weak Spot:** If an attacker chooses to target the gatorclaws head, it ignores the creature's DR. This does not apply against hits which hit the head due to random chance.
- **Aquatic:** The gatorclaw is able to swim and submerge itself in water indefinitely without needing to come up for air. They suffer no difficulty increase for attacks or movements made while underwater.

Inventory

Butchery: Scavengers can butcher a dead gatorclaw with a successful **END + Survival** test with a difficulty of 1. This yields 2 CD portions of gatorclaw meat. If an Effect is rolled, then it also yields a Deathclaw hand.

BLOODLEECH



These leeches have grown to be the size of a man's arm. They can drain a human sized creature of blood in minutes.

Level 4, Mutated Insect, Normal Creature (31 XP)

Body	Mind
6	4

Melee	Guns	Other
1	-	2

HP	8
Initiative	10
Defense	2

Physical DR	1	All
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Energy DR	0	All
Radiation DR	IMMUNE	
Poison DR	2	All

Attacks

- **BITE: BODY + Melee** (TN 7), 2 CD Persistent (bleeding), Piercing 1 Physical damage.

Special Abilities

- **Immune to Radiation:** The bloodleech reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Blood drinker:** Every effect rolled when a bloodleech damage a prey with its bite heals the bloodleech for 1 HP.
- **Disease carrier:** Anyone injured by a bloodleech must roll on the illness table to see if they have contracted a disease.
- **Little:** Bloodleeches are smaller than most characters. The creature's normal HP is reduced to Body + ½ level (rounded up), but its Defence is increased by 1. Further, it is slain by any hit which inflicts an Injury.
- **Aquatic:** The bloodleech is able to swim and submerge itself in water indefinitely without needing to come up for air. They suffer no difficulty increase for attacks or movements made while underwater.

Inventory

Butchery: Scavengers can butcher a dead bloodleech with a successful **END + Survival** test with a difficulty of 1. This yields 1 CD portions of bloodbug meat.

Radtoad



Radtoads are large mutated forms of smaller pre-War toads. They maintain four strong primary legs, but have also grown a thin set of arm-like limbs protruding from the sides of the jaw. Radtoads possess ferocious pointed teeth and a long, tri-barbed tongue. Numerous yellow-red eyes are scattered about the head, and clusters of eggs are strewn about the back.

Level 6, Mutated Amphibian, Normal Creature (45 XP)

Body	Mind
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7	4
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Melee	Guns	Other
2	-	2

HP	13
Initiative	11
Defense	1

Physical DR	2	all
Energy DR	1	all
Radiation DR	IMMUNE	-
Poison DR	4	all

Attacks

- **BITE: BODY + Melee** (TN 9), 5 CD Physical damage.
- **TONGUE: BODY + Melee** (TN 9) 3 CD Physical damage, Close range
- **EGG MINE:** 5 CD Physical damage, Blast, Mine, Radioactive

Special Abilities

- **Immune to Radiation:** The radtoad reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Tongue Lash:** The radtoads tongue attack can attack anyone within close range.
- **Egg Mine:** Once per combat the radtoad can spend 2 AP as a major action to lay an egg mine. Anyone in a zone containing an Egg mine must make a difficulty 2 **PER + Survival** roll or step on the mine triggering it and spraying anyone in the zone with corrosive mucus. Radtoads are immune to this damage. Once an egg has exploded it is spent.
- **Aquatic:** The radtoad is able to swim and submerge itself in water indefinitely without needing to come up for air. They suffer no difficulty increase for attacks or movements made while underwater.

Inventory

Butchery: Scavengers can butcher a dead radtoad with a successful **END + Survival** test with a difficulty of 1. This yields 1 CD portions of radtoad meat and on an effect, a radtoad egg.

Mole Rat Broodmother



Level 5 Mighty Mammal (XP 76)

Body	Mind
8	5

Melee	Guns	Other
3	-	3

HP	26
Initiative	13
Defense	1

Physical DR	2	All
Energy DR	-	-
Radiation DR	Immune	All
Poison DR	-	-

Attacks

- **BITE: BODY + Melee** (TN 11) 6CD Piercing physical damage

Special Abilities

- **Immune to Radiation:** The Mole rat brood mother reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Burrow:** As a major action, the mole rat may burrow underground to get away from its enemies and prepare for its next attack. On its next turn it can use its minor action to appear above ground anywhere within medium range of the place it burrowed. For the cost of 1 AP it may also add an extra +1CD to its bite attack after emerging.
- **Keen senses:** One or more of the mole rat's senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other PER tests by 1 (to a minimum of 0). This includes detecting the presence of creatures above ground while burrowed.
- **Call Molerats:** When using the burrow action, the brood mother may spend 2 AP to summon 1+2CD Molerats that will arrive within close range of the Brood mother when she emerges at the start of her next turn. These molerats count as having used their minor action to burrow on the turn they emerge.
- **Nest protector:** Any other mole rats in the same Zone as the Brood mother may reroll 1d20 on all attack rolls and deal +1CD damage.

Inventory

Butchery: Scavengers can butcher a dead mole rat brood mother with a successful **END + Survival** test with a difficulty of 0. This yields 1+1CD portion of mole rat meat and 1+1CD common materials.

Swamp beaver



Along the Mississippi and lakes of the Gulfs huge mutated beavers make large dams blocking traffic and wreaking havoc on the surrounding forests. To make matters worse the beavers are extremely territorial and aggressive.

Level 4, Mutated Mammal, Normal Creature (31 XP)

Body	Mind
6	4

Melee	Guns	Other
2	-	2

HP	10
Initiative	10
Defense	1

Physical DR	1	all
Energy DR	1	all
Radiation DR	IMMUNE	-
Poison DR	0	all

Attacks

- **BITE: BODY + Melee** (TN 8), 6 CD Physical damage, Piercing 2, Breaking
- **TAIL SLAP: BODY + Melee** (TN 8) 5 CD Physical damage, Stun

Special Abilities

- **Immune to Radiation:** The swamp beaver reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Chew:** Anyone damaged by the swamp beavers bite has their physical armor (if any) in that location reduced by 1 until repaired. If reduced to 0 that piece of armor is destroyed. Power armor is unaffected by this ability.
- **Aquatic:** The swamp beaver is able to swim and submerge itself in water indefinitely without needing to come up for air. They suffer no difficulty increase for attacks or movements made while underwater.

Inventory

Butchery: Scavengers can butcher a dead swamp beaver with a successful **END + Survival** test with a difficulty of 0. This yields 2 CD portions of Varmint meat.

Centaur



*Centaur*s are pitiful and horrifying creatures created from human and animal DNA subjected to the FEV.

Level 9, Mutated Human, Normal Creature (67 XP)

Body	Mind
8	5

Melee	Guns	Other
4	1	2

HP	17
Initiative	13
Defense	1

Physical DR	2	all
Energy DR	3	all
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	all

Attacks

- **TONGUE LASH: BODY + Melee** (TN 12), 6 CD Physical damage, Vicious
- **SPIT: BODY + Guns** (TN 9) 4 CD Poison damage, Persistent (Poison), Radioactive, Spread, Range Close

Special Abilities

- **Immune to Radiation:** The evolved centaur reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Immune to Fear:** The evolved centaur cannot be intimidated or threatened in any way and will either ignore or attack anyone who attempts to threaten or intimidate it.

Inventory

Butchery: Scavengers can butcher an evolved with a successful **END + Survival** test with a difficulty of 1. This yields 1 CD portions of rare material.

Evolved Centaur



Evolved Centaurs are even more horrifying than their progenitors. They are made from humans and mutated animals, including mutated humans like super mutants and even other Centaurs. Their ever-evolving bodies can spontaneously spurt new appendages, mouths, eyes and other body parts as well as cancerous growths. They heal from injuries at a frightening pace.

Level 14, Mutated Human, Normal Creature (98 XP)

Body	Mind
10	5

Melee	Guns	Other
4	1	2

HP	24
Initiative	15
Defense	1

Physical DR	2	all
Energy DR	3	all
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	all

Attacks

- **BITE:** BODY + Melee (TN 14), 7 CD Physical damage, Vicious
- **SPIT:** BODY + Guns (TN 11) 5 CD Poison damage, Persistent (Poison), Radioactive, Spread, Range Close

Special Abilities

- **Immune to Radiation:** The evolved centaur reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Immune to Fear:** The evolved centaur cannot be intimidated or threatened in any way and will either ignore or attack anyone who attempts to threaten or intimidate it.

- **Fast healing [2]:** The evolved centaur recovers from injury fast. At the end of each of its turns, the evolved centaur heals 2 HP. If it has any Injuries, it may spend 2 AP in order to remove a single Injury as a minor action. This ability stops if the evolved centaur is dead.
- **A thousand bites:** Once per round by spending 2 AP the evolved centaur can attack all creatures within reach as part of its bite attack major action.
- **Grab:** Anyone within reach of the evolved centaur must succeed at a difficulty 3 **STR + Athletics** check at the start of their turn to be able to move. If this check fails, their defense is reduced by 1 for 1 turn and all checks to move or attack have their difficulty increased by 1.

Inventory

Butchery: Scavengers can butcher an evolved centaur with a successful **END + Survival** test with a difficulty of 1. This yields 1 CD portions of rare material.

Bog crawler



Bog crawlers are large, mutated crustaceans, named for their presence in the bogs and swamps, where they use the environment to hunt.

Level 13, Mutated Crustacean, Normal Creature (95 XP)

Body	Mind
9	6

Melee	Guns	Other
4	-	4

HP	35
Initiative	15
Defense	1

Physical DR	6	all
Energy DR	3	all
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **Claws:** **BODY + Melee** (TN 13), 6 CD Piercing 1, Vicious, Physical damage
- **Jump:** **BODY + Melee** (TN 13), 5 CD Physical damage, Stun, Close range, Blast

Special Abilities

- **Immune to Radiation:** The bog crawler reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Big:** The bog crawler is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defence is reduced by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.
- **Fast:** The bog crawler can move two zones with a minor action and four with a major action.
- **Aquatic:** The bog crawler is able to swim and submerge itself in water indefinitely without needing to come up for air. They suffer no difficulty increase for attacks or movements made while underwater.

Inventory

Butchery: Scavengers can butcher a dead bog crawler with a successful **END + Survival** test with a difficulty of 0. This yields 2+2 CD portions of mirelurk meat. On an effect also gain 1 Softshell mirelurk meat.

Angler



Anglers are aggressive creatures lurking in the waters of the Gulf. They are usually found living in swamps or rivers where lure weed is present, sometimes hiding under the surface to ambush prey. The

fleshy bioluminescent growth atop its head (similar to an angler fishes illicium) acts as a camouflage for the predator, effectively disguising it as the surrounding lure weed to fool its prey.

Level 9, Mutated Amphibian, Normal Creature (67 XP)

Body	Mind
8	5

Melee	Guns	Other
2	4	3

HP	17
Initiative	13
Defense	1

Physical DR	2	all
Energy DR	6	all
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **CLAWS: BODY + Melee** (TN 10), 5 CD Physical damage
- **SPIT FIRE: BODY + Guns** (TN 12), 6 CD Energy damage, Spread, Persistent (Fire), Range Close, Debilitating, Inaccurate

Special Abilities

- **Immune to Radiation:** The angler reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Ambush:** A gulper has a TN of 12 for Sneak tests, and rolls +1d20 on sneak attacks.
- **Aquatic:** The angler is able to swim and submerge itself in water indefinitely without needing to come up for air. They suffer no difficulty increase for attacks or movements made while underwater.

Inventory

Butchery: Scavengers can butcher a dead angler with a successful **END + Survival** test with a difficulty of 0. This yields 2 CD portions of angler meat.

Gulper



Gulpers are mutated salamander-like creatures that roam the swamps and wetlands. They can hang on trees in order to take their victims by surprise. They can also slide through swamp-like areas and hide underwater. They tend to stay near bodies of water.

Level 9, Mutated Amphibian, Normal Creature (67 XP)

Body	Mind
8	5

Melee	Guns	Other
4	-	3

HP	17
Initiative	13
Defense	1

Physical DR	3	all
Energy DR	6	all
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **BITE: BODY + Melee** (TN 12), 7 CD Physical damage

Special Abilities

- **Immune to Radiation:** The gulper reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Fast healing [1]:** The gulper recovers from injury fast. At the end of each of its turns, the gulper heals 1 HP. If it has any Injuries, it may spend 2 AP in order to remove a single Injury as a minor action. This ability stops if the gulper is dead.
- **Ambush:** A gulper has a TN of 10 for Sneak tests, and rolls +1d20 on sneak attacks.
- **Aquatic:** The gulper is able to swim and submerge itself in water indefinitely without needing to come up for air. They suffer no difficulty increase for attacks or movements made while underwater.

Inventory

Butchery: Scavengers can butcher a dead gulper with a successful **END + Survival** test with a

difficulty of 0. This yields 2 CD portions of gulper innards and on an effect, a roll on the oddities/valuables table found in the gulpers stomach.

Gulper Newt



Level 5, Mutated Amphibian, Normal Creature (38 XP)

Body	Mind
6	5

Melee	Guns	Other
3	-	2

HP	11
Initiative	11
Defense	1

Physical DR	1	all
Energy DR	3	all
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **BITE:** BODY + Melee (TN 9), 5 CD Physical damage

Special Abilities

- **Immune to Radiation:** The gulper newt reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Fast healing [1]:** The gulper newt recovers from injury fast. At the end of each of its turns, the evolved centaur heals 2 HP. If it has any Injuries, it may spend 2 AP in order to remove a single Injury as a minor action. This ability stops if the gulper is dead.
- **Ambush:** A gulper newt has a TN of 10 for Sneak tests, and rolls +1d20 on sneak attacks.
- **Aquatic:** The gulper newt is able to swim and submerge itself in water indefinitely without needing to come up for air. They suffer no difficulty increase for attacks or movements made while underwater.

Inventory

Butchery: Scavengers can butcher a dead gulper newt with a successful **END + Survival** test with a difficulty of 0. This yields 1 CD portions of gulper innards and on an effect, a roll on the oddities/valuables table found in the gulpers stomach.

Radstork



Radstorks are giant mutated birds. They are extremely aggressive and are fearless when protecting their nests. Radstorks are carnivores and aren't picky about what or who they eat.

Level 5, Mutated Bird, Normal Creature (38 XP)

Body	Mind
6	5

Melee	Guns	Other
3	-	1

HP	11
Initiative	11
Defense	1

Physical DR	1	All
Energy DR	1	All
Radiation DR	IMMUNE	-
Poison DR	0	All

Attacks

- **BITE: BODY + Melee** (TN 9), 5 CD Physical damage, Piercing 1

Special Abilities

- **Immune to Radiation:** The radstork reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Flying:** Radstorks can move freely through the air. They ignore most ground-level obstacles and difficult terrain effects, and they can move through “empty” zones above the battlefield if desired. It must spend at least one minor action each turn moving, and if it is knocked prone it falls to the ground, suffering 3 CD Stun physical damage, +2 CD for each zone above ground level it was before it fell.

Inventory

Butchery: Scavengers can butcher a dead radstork with a successful **END + Survival** test with a difficulty of 0. This yields 2 CD portions of radstork meat on an effect also find a radstork egg.

Lakelurk



Lakelurks are mutated snapping turtles that live around aquatic areas. They attack by using shrieking sonic pulse waves from afar to stun enemies, then rip them apart using their claws. They are fiercely territorial and extremely aggressive, attacking almost anything that comes near them or their nests. They are usually found in small groups of two to three, though they can occasionally be found in larger groups comprised of around five to eight. They have a high Perception, which makes them very quick to find potential prey within their immediate area.

Level 9, Mutated Crustacean, Normal Creature (67 XP)

Body	Mind
7	6

Melee	Guns	Other
4	3	3

HP	16
Initiative	13
Defense	1

Physical DR	2	all
Energy DR	2	all
Radiation DR	IMMUNE	-
Poison DR	2	all

Attacks

- **CLAWS:** BODY + Melee (TN 11), 7 CD Physical damage.
- **SONIC SHRIEK:** MIND + Guns (TN 9), 5 CD Physical damage, Piercing 2, Spread, Stun, Range Medium, Debilitating; Always hit head location

Special Abilities

- **Immune to Radiation:** The lakelurk's reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

- **Keen senses:** One or more of the lakelurk's senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other PER tests by 1 (to a minimum of 0)
- **Aquatic:** The lakelurk is able to swim and submerge itself in water indefinitely without needing to come up for air. They suffer no difficulty increase for attacks or movements made while underwater.

Inventory

Butchery: Scavengers can butcher a dead lakelurk with a successful **END + Survival** test with a difficulty of 0. This yields 2 CD portions of mirelurk meat and on an effect, they also receive 1 softshell mirelurk meat.

Mirelurk King



Mirelurk kings do not resemble the crab-like mirelurks, instead of appearing to be heavily mutated frogs based on sounds they make and the webbing between their fingers and toes. They also uniquely possess both gills and lungs that were developed independently, allowing kings to survive on both land or water easily. They are very fast and can easily kill a human in seconds. Unlike the other mirelurks, they have a ranged sonic projectile attack that is particularly effective at crippling the target's head.

Level 10, Mutated Crustacean, Normal Creature (74 XP)

Body	Mind
7	6

Melee	Guns	Other
5	3	5

HP	17
Initiative	13
Defense	1

Physical DR	5	All (Face 3)
Energy DR	8	all
Radiation DR	IMMUNE	-

Poison DR	7	all
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Attacks

- **CLAWS: BODY + Melee** (TN 12), 8 CD Physical damage.
- **SONIC SHRIEK: MIND + Guns** (TN 9), 5 CD Physical damage, Piercing 2, Spread, Stun, Range Medium, Debilitating; Always hit head location

Special Abilities

- **Immune to Radiation:** The mirelurk king reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Quick strikes:** A mirelurk king only pay 1 AP to make an additional Major action to attack.
- **Aquatic:** The mirelurk king is able to swim and submerge itself in water indefinitely without needing to come up for air. They suffer no difficulty increase for attacks or movements made while underwater.

Inventory

Butchery: Scavengers can butcher a dead mirelurk king with a successful **END + Survival** test with a difficulty of 0. This yields 2 CD portions of mirelurk meat and on an effect they also receive 1 softshell mirelurk meat.

Softshell Mirelurk



Weak, green mirelurks can sometimes be found with their more powerful kindred. Their meat is coveted for its rich taste and nutrition.

Level 3, Mutated Crustacean, Normal Creature (24 XP)

Body	Mind
6	4

Melee	Guns	Other
2	-	1

HP	9
Initiative	9
Defense	1

Physical DR	2	Torso, legs, arms (0 face)
Energy DR	1	all
Radiation DR	IMMUNE	-
Poison DR	2	Torso, legs, arms (1 face)

Attacks

- **PINCERS: BODY + Melee** (TN 8), 4 CD Physical damage.

Special Abilities

- **Immune to Radiation:** The softshell mirelurk reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Small weak point:** While the softshell mirelurk's body is covered in a leathery shell, its face is its weak point. This area is small and difficult to accurately hit. The face is treated as having a defense of 2, Physical DR 0 and Poison DR 1.
- **Aquatic:** The softshell mirelurk is able to swim and submerge itself in water indefinitely without needing to come up for air. They suffer no difficulty increase for attacks or movements made while underwater.

Inventory

Butchery: Scavengers can butcher a dead softshell mirelurk with a successful **END + Survival** test with a difficulty of 0. This yields 2 CD portions of mirelurk meat and on an effect, they also receive 1 softshell mirelurk meat.

Radrat



Once regular pesty rats before the war, the North American rat population was tainted by the radioactive fallout from the onslaught of atomic warfare. Radrats are much bigger than their pre-War cousins. They have large teeth and pearl-like eyes. Their bite and their scratch inflict radiation damage.

Level 2, Mutated mammal, Normal Creature (17 XP)

Body	Mind
4	5

Melee	Guns	Other
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2	-	3
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HP	5
Initiative	9
Defense	2 (3 vs. ranged without spread or blast quality)

Physical DR	-	-
Energy DR	-	-
Radiation DR	IMMUNE	-
Poison DR	-	-

Attacks

- **BITE: BODY + Melee** (TN 6), 3 CD Radioactive, Physical damage.

Special Abilities

- **Immune to Radiation:** The radrat reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Little:** Radrats are smaller than most characters. The creature's normal HP is reduced to Body + ½ level (rounded up), but its Defence is increased by 1. Further, it is slain by any hit which inflicts an Injury.
- **Disease carrier:** When first encountering a radrat roll a CD. On an effect the radrat carries a disease. Roll on the disease table to see what kind of disease the rat carries.
- **Skittish:** A radrats defence against ranged attacks without the spread or blast quality is increased by 1

Inventory

Butchery: Scavengers can butcher a dead radrat with a successful **END + Survival** test with a difficulty of 0. This yields 1 portions of radrat meat

Infected Radrat

Level 3, Mutated mammal, Mighty Creature (48 XP)

Body	Mind
6	5

Melee	Guns	Other
3	-	4

HP	14
Initiative	11
Defense	2 (3 vs. ranged without spread or blast quality)

Physical DR	-	-
Energy DR	-	-

Radiation DR	IMMUNE	-
Poison DR	-	-

Attacks

- **BITE: BODY + Melee** (TN 9), 4 CD Piercing 1, Radioactive, Physical damage.

Special Abilities

- **Immune to Radiation:** The infected radrat reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Little:** Infected radrats are smaller than most characters. The creature's normal HP is reduced to Body + ½ level (rounded up), but its Defence is increased by 1. Further, it is slain by any hit which inflicts an Injury.
- **Disease carrier:** When first encountering an infected radrat roll a CD. On an effect the infected radrat carries a disease. Roll on the disease table to see what kind of disease the rat carries. Every time you are wounded by an infected radrat counts as a new disease source.
- **Skittish:** A infected radrats defence against ranged attacks without the spread or blast quality is increased by 1
- **Aggressive:** When an infected radrat enters a new scene increase the overseers AP pool by 1.

Inventory

Butchery: Scavengers can butcher a dead infected radrat with a successful **END + Survival** test with a difficulty of 0. This yields 1 portions of radrat meat

Radrat Pup

Level 1, Mutated mammal, Normal Creature (10 XP)

Body	Mind
4	5

Melee	Guns	Other
1	-	2

HP	5
Initiative	9
Defense	2 (3 vs. ranged without spread or blast quality)

Physical DR	-	-
Energy DR	-	-
Radiation DR	IMMUNE	-
Poison DR	-	-

Attacks

- **BITE: BODY + Melee** (TN 5), 2 [CD] Radioactive, Physical damage.

Special Abilities

- **Immune to Radiation:** The radrat pup reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Little:** Radrats are smaller than most characters. The creature's normal HP is reduced to Body + ½ level (rounded up), but its Defence is increased by 1. Further, it is slain by any hit which inflicts an Injury.
- **Disease carrier:** When first encountering a radrat pup roll a CD. On an effect the radrat pup carries a disease. Roll on the disease table to see what kind of disease the rat carries.
- **Skittish:** A radrat pups defence against ranged attacks without the spread or blast quality is increased by 1

Inventory

Butchery: Scavengers can butcher a dead radrat pup with a successful **END + Survival** test with a difficulty of 0. This yields 1 portions of radrat meat

Varmint (Radrabbit, Radsquirrel, Opossum etc.)



The wasteland is filled with small critters like Radrabbits, Radsquirrels, Opposums and Radhens. These animals are hunted as a food source by almost every other creature in the wasteland. Although they provide little nutrition, they are some of the most common creatures in the wasteland and thus easily accessible.

Level 1, Mutated mammal, Normal Creature (10 XP)

Body	Mind
3	6

Melee	Guns	Other
-	-	3

HP	4
Initiative	9
Defense	2 (3 vs. ranged without spread or blast quality)

Physical DR	-	-
Energy DR	-	-

Radiation DR	IMMUNE	-
Poison DR	-	-

Attacks

- **Bite:** **BODY + Melee** (TN 3), 1 [CD] Physical damage.

Special Abilities

- **Immune to Radiation:** The varmint reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Little:** Varmint are smaller than most characters. The creature's normal HP is reduced to Body + ½ level (rounded up), but its Defence is increased by 1. Further, it is slain by any hit which inflicts an Injury.
- **Skittish:** A Varmints defence against ranged attacks without the spread or blast quality is increased by 1

Inventory

Butchery: Scavengers can butcher a dead varmint with a successful **END + Survival** test with a difficulty of 0. This yields 1 portions of varmint meat

Radbird



Some birds have survived in the post-war era. Radgulls can be seen soaring along the coast while Radcrows skulk in the forests and swamps. They are valued as a food source, especially their tasty, nutritious eggs.

Level 1, Mutated avian, Normal Creature (10 XP)

Body	Mind
3	6

Melee	Guns	Other
1	-	3

HP	4
Initiative	9

Defense	2 (3 vs. ranged without spread or blast quality)
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Physical DR	-	-
Energy DR	-	-
Radiation DR	IMMUNE	-
Poison DR	-	-

Attacks

- **Bite:** **BODY + Melee** (TN 4), 1 [CD] Physical damage.

Special Abilities

- **Immune to Radiation:** The radbird reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Little:** Radbirds are smaller than most characters. The creature's normal HP is reduced to Body + ½ level (rounded up), but its Defence is increased by 1. Further, it is slain by any hit which inflicts an Injury.
- **Skittish:** A birds defence against ranged attacks without the spread or blast quality is increased by 1
- **Flying:** Radbirds can move freely through the air. They ignore most ground-level obstacles and difficult terrain effects, and they can move through "empty" zones above the battlefield if desired. It must spend at least one minor action each turn moving, and if it is knocked prone it falls to the ground, suffering 3 CD Stun physical damage, +2 CD for each zone above ground level it was before it fell.

Inventory

Butchery: Scavengers can butcher a dead bird with a successful **END + Survival** test with a difficulty of 0. This yields 1 CD portions of bird meat. On an effect also gain a bird egg.

Wolf



The wolves that survived the war are even more ferocious and deadly than their pre-war cousins. Some tribals have managed to tame wolves and use them as guardians and to hunt.

Level 6, Mutated mammal, Normal Creature (45 XP)

Body	Mind
6	5

Melee	Guns	Other
4	-	4

HP	12
Initiative	11
Defense	1

Physical DR	1	all
Energy DR	1	all
Radiation DR	-	-
Poison DR	-	-

Attacks

- **Bite:** BODY + Melee (TN 10), 4 [CD] vicious Physical damage.

Special Abilities

- **Keen senses:** One or more of the wolf's senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other PER tests by 1 (to a minimum of 0)
- **Pack hunters:** When making an attack against an opponent when there is at least one other wolf within close range of the target, the wolf rolls one additional D20 on that attack.

Inventory

Butchery: Scavengers can butcher a wolf with a successful **END + Survival** test with a difficulty of 0. This yields 1+1 CD portions of mongrel dog meat.

Radfox



Radfoxes are small and cunning animals valued for their pelts, but mostly seen as pests.

Level 2, Mutated mammal, Normal Creature (17 XP)

Body	Mind
4	5

Melee	Guns	Other
2	-	3

HP	5
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Initiative	9
Defense	1

Physical DR	-	-
Energy DR	-	-
Radiation DR	IMMUNE	-
Poison DR	-	-

Attacks

- **Bite:** **BODY + Melee** (TN 6), 3 [CD] Physical damage.

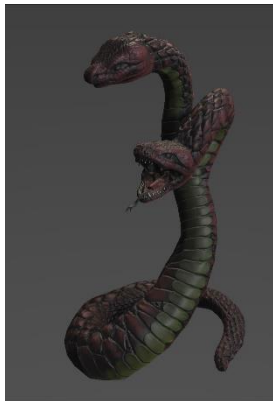
Special Abilities

- **Immune to Radiation:** The radfox reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Keen senses:** One or more of the radfox's senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other PER tests by 1 (to a minimum of 0)

Inventory

Butchery: Scavengers can butcher a radfox with a successful **END + Survival** test with a difficulty of 0. This yields 1 portions of mongrel dog meat.

Pit Viper



Pit vipers are deadly mutant snakes carrying a hallucinogenic venom sometimes used in medicine and tribal rituals.

Level 4, Mutated reptile, Normal Creature (31 XP)

Body	Mind
5	5

Melee	Guns	Other
3	-	3

HP	9
Initiative	10

Defense	1
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Physical DR	1	-
Energy DR	1	-
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **Bite:** BODY + Melee (TN 8), 4 [CD] Piercing 1, Persistent (Poison) Physical damage, debilitating.

Special Abilities

- **Immune to Radiation:** The Pit viper reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Hallucinogenic venom:** Anyone under the effect of the Pit Vipers persistent damage increase the difficulty of all skill checks by 2 and they can only take one Major OR one Minor action each turn. A character can spend 2 AP to ignore this effect for one turn.

Inventory

Butchery: Scavengers can butcher a pit viper with a successful **END + Survival** test with a difficulty of 0. This yields 1 portions of viper meat.

Radcroc



Deep within the swamps and bayous of the Gulf commonwealth there is said to exist giant mutated alligators called Bayou dragons by some. Few who has encountered one of these beasts has survived to tell the tale.

Level 14, Mutated reptile, Normal Creature (102 XP)

Body	Mind
9	6

Melee	Guns	Other
5	-	3

HP	37
Initiative	15
Defense	1

Physical DR	4	All
Energy DR	6	All
Radiation DR	IMMUNE	-
Poison DR	2	All

Attacks

- **Bite: BODY + Melee** (TN 14), 8 [CD] Vicious, Physical damage.

Special Abilities

- **Immune to Radiation:** The Pit viper reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Big:** The Radcroc is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defense decreases by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.
- **Deathroll:** Anyone suffering an injury from a Radcroc suffers one additional injury to a random location.
- **Aquatic:** The radcroc is able to swim and submerge itself in water indefinitely without needing to come up for air. They suffer no difficulty increase for attacks or movements made while underwater.

Inventory

Butchery: Scavengers can butcher a radcroc with a successful **END + Survival** test with a difficulty of 0. This yields 1+2CD portions of Gatorclaw meat.

Floater



The floater is a large, soft-bodied invertebrate, named after the flotation sacs that allow it to hover in the air. Noxious, flammable gases are generated by the creature and stored in the flotation bladders, giving the creature its distinctive appearance and ability to hover. The sacs are of various sizes and dangle along the underside of the mouth. As the flotation gases are highly flammable, energy and flame weapons are notably effective and may cause the creatures to suddenly combust. Some floaters

can emit other forms of gases most notably a floater able to create intense cold that can freeze a man solid and a variant that can expel a virulent toxic fume.

Level 7, Mutated flatworm, Normal Creature (52 XP)

Body	Mind
5	7

Melee	Guns	Other
2	3	3

HP	12
Initiative	12
Defense	1

Physical DR	-	-
Energy DR	-	-
Radiation DR	IMMUNE	-
Poison DR	-	-

Attacks

- **Bite: BODY + Melee** (TN 7), 4 [CD] Physical damage.
- **Breath weapon: BODY+Guns** (TN 8), 6 [CD] Burst, Persistent (fire), spread, Energy damage, Close range, Debilitating, Inaccurate
- **Explode: BODY+Guns** (TN 8), 6 [CD] Blast, Persistent (fire, Poison or Cryo), spread, Energy damage, Close range, Debilitating, Inaccurate

Variant breath weapons:

- **Poison breath weapon: BODY+Guns** (TN 8), 6 [CD] Burst, Persistent (poison), spread, poison damage, Close range, Debilitating, Inaccurate
- **Cryo breath weapon: BODY+Guns** (TN 8), 6 [CD] Burst, spread, stun, energy damage, Close range, Inaccurate

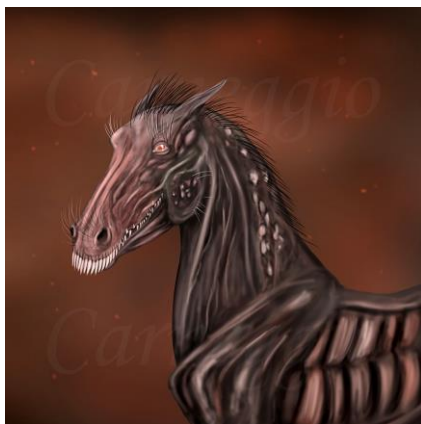
Special Abilities

- **Immune to Radiation:** The Pit viper reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Explode:** When killed by fire or energy damage the floater explodes in a fiery inferno as it's natural gases ignite. Every creature in the same zone as the floater when it explodes is subject to its Explode attack. The type of damage caused by the explode ability always corresponds to the breath weapon of the floater.
- **Vulnerable to fire:** Whenever a floater suffers fire or energy damage roll a CD. On an effect the floater explodes as per the explode ability. A floater killed by fire or energy damage always explodes.
- **Floating:** Floaters can move freely through the air. They ignore most ground-level obstacles. and difficult terrain effects, and they can move through "empty" zones above the battlefield if desired. If it is knocked prone it falls to the ground, suffering 3 CD Stun physical damage, +2 CD for each zone above ground level it was before it fell.

Inventory

Butchery: Scavengers can butcher a floater with a successful **END + Survival** test with a difficulty of 0. This yields 1 uncommon materials.

Equidae



Equidae are mutated horses used as mounts in the wastelands. They are fairly rare and thought extinct since the radiation has made them mostly sterile, but like ghouls they have exceptionally long lifespans so a few yet remains. When found they often fetch absurd prices from interested buyers.

Level 3, Mutated mammal, Normal Creature (24 XP)

Body	Mind
6	4

Melee	Guns	Other
1	-	3

HP	9
Initiative	10
Defense	1

Physical DR	-	-
Energy DR	-	-
Radiation DR	IMMUNE	-
Poison DR	-	-

Attacks

- **Kick:** BODY+melee (TN 7) 5CD stun, physical damage

Special Abilities

- **Fast:** The Equidae can move two zones with a minor action and four with as a sprint action.
- **Immune to Radiation:** The Equidae reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

Inventory

Butchery: Scavengers can butcher an Equidae with a successful **END + Survival** test with a difficulty of 0. This yields 1+ 2CD portions of Equidae meat.

Giant Mantis Nymph



Level 1, Mutated insect, Normal Creature (10 XP)

Body	Mind
5	4

Melee	Guns	Other
1	-	1

HP	6
Initiative	9
Defense	2

Physical DR	-	-
Energy DR	-	-
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **CLAWS:** **BODY + Melee** (TN 6), 2 CD Physical damage

Special Abilities

- **Immune to Radiation:** The Giant mantis reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Immune to Radiation:** The Giant mantis reduces all poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **Little:** The Giant mantis nymph is smaller than most characters. The nymphs normal HP is reduced to Body + ½ level (rounded up), but its Defense is increased by 1. Further, it is slain by any hit which inflicts an Injury.
- **Leap:** When spending a major action to make an attack the mantis can move up to close range as part of that attack. If it does, it may reroll 1d20 for its attack roll.

BUTCHERY:

Scavengers can butcher a dead Giant mantis nymph with a successful END + Survival test with a difficulty of 0. This yields 1CD Mantis legs. For each Effect rolled, they also gain 1 mantis egg.

Giant Mantis



Level 3, Mutated insect, Normal Creature (24 XP)

Body	Mind
5	5

Melee	Guns	Other
2	-	2

HP	8
Initiative	9
Defense	1

Physical DR	-	-
Energy DR	-	-
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **CLAWS: BODY + Melee** (TN 7), 2 CD Physical damage, Vicious

Special Abilities

- **Immune to Radiation:** The Giant mantis reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Immune to Radiation:** The Giant mantis reduces all poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **Frenzy:** If a Giant mantis suffers an injury, it may make an additional claw attack each turn for free.
- **Leap:** When spending a major action to make an attack the mantis can move up to close range as part of that attack. If it does, it may reroll 1d20 for its attack roll.

BUTCHERY:

Scavengers can butcher a dead Giant mantis with a successful END + Survival test with a difficulty of 0. This yields 1CD Mantis legs.

Giant Mantis Female

Level 5, Mutated insect, Mighty Creature (76 XP)

Body	Mind
8	5

Melee	Guns	Other
4	-	3

HP	26
Initiative	13
Defense	1

Physical DR	1	all
Energy DR	1	all
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **CLAWS: BODY + Melee** (TN 12), 4 CD Physical damage, Vicious

Special Abilities

- **Immune to Radiation:** The Giant mantis reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Immune to Poison:** The Giant mantis reduces all poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **Frenzy:** If a Giant mantis suffers an injury, it may make an additional claw attack each turn for free.
- **Leap:** When spending a major action to make an attack the mantis can move up to close range as part of that attack. If it does, it may reroll 1d20 for its attack roll.

BUTCHERY:

Scavengers can butcher a dead Giant mantis female with a successful END + Survival test with a difficulty of 0. This yields 1CD Mantis legs. For each Effect rolled, they also gain 1 mantis egg.

Spore Carrier



Spore carriers are humans transformed into deadly plant creatures through infection from a spore plant. They come in various forms, some stronger than others.

Level 3, Mutated human plant, Normal Creature (24 XP)

Body	Mind
5	5

Melee	Guns	Other
3	-	2

HP	8
Initiative	10
Defense	1

Physical DR	1	all
Energy DR	-	-
Radiation DR	-	-
Poison DR	- (Immune to spore carrier spores)	-

Attacks

- **CLAWS: BODY + Melee** (TN 8), 3 CD Physical damage, Vicious
- **SPORE BURST: BODY + Melee** (TN 8), 5 CD Poison damage, Persistent (Poison), Spread, Blast

Special Abilities

- **Immune to Radiation:** The Spore carrier reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Immune to Poison:** The Spore carrier reduces all poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **Spores:** When a spore carrier is damaged roll a CD at the end of each of its turns or if reduced to 0 HP. On an effect the spore carrier explodes and is destroyed using its Spore burst attack on anyone in its zone. Anyone damaged by the spore carriers Spore burst attack must roll an END+Survival check difficulty 2 or contract Spore infection (see new diseases below).
- **Ambush** A Spore carrier has a TN of 10 for Sneak tests, and rolls +1d20 on sneak attacks. In areas of vegetation all difficulties to notice a spore carrier is increased by 1.

Harvesting

Scavengers can harvest a spore carrier with a successful END + Survival test with a difficulty of 0. This yields 1CD common parts. For each Effect rolled, they also gain 1 uncommon part.

Spore carrier runt

Level 1, Mutated human plant, Normal Creature (10 XP)

Body	Mind
5	4

Melee	Guns	Other
1	-	1

HP	6
Initiative	9
Defense	1

Physical DR	-	-
Energy DR	-	-
Radiation DR	-	-
Poison DR	- (Immune to spore carrier spores)	-

Attacks

- **CLAWS: BODY + Melee** (TN 6), 3 CD Physical damage
- **SPORE BURST: BODY + Melee** (TN 6), 5 CD Poison damage, Persistent (Poison), Spread, Blast

Special Abilities

- **Immune to Radiation:** The Spore carrier reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Immune to Poison:** The Spore carrier reduces all poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **Spores:** When a spore carrier is damaged roll a CD at the end of each of its turns or if reduced to 0 HP. On an effect the spore carrier explodes and is destroyed using its Spore burst attack on anyone in its zone. Anyone damaged by the spore carriers Spore burst attack must roll an END+Survival check difficulty 2 or contract Spore infection (see new diseases below).
- **Ambush** A Spore carrier has a TN of 10 for Sneak tests, and rolls +1d20 on sneak attacks. In areas of vegetation all difficulties to notice a spore carrier is increased by 1.

Harvesting

Scavengers can harvest a spore carrier runt with a successful END + Survival test with a difficulty of 0. This yields 1CD common parts. For each Effect rolled, they also gain 1 uncommon part.

Spore carrier brute

Level 5, Mutated human plant, Normal Creature (38 XP)

Body	Mind
6	5

Melee	Guns	Other
4	-	3

HP	11
Initiative	11
Defense	1

Physical DR	2	all
Energy DR	-	-
Radiation DR	-	-

Poison DR	- (Immune to spore carrier spores)	-
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Attacks

- **CLAWS: BODY + Melee** (TN 10), 4 CD Physical damage, Vicious
- **SPORE BURST: BODY + Melee** (TN 10), 5 CD Poison damage, Persistent (Poison), Spread, Blast

Special Abilities

- **Immune to Radiation:** The Spore carrier reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Immune to Poison:** The Spore carrier reduces all poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **Spores:** When a spore carrier is damaged roll a CD at the end of each of its turns or if reduced to 0 HP. On an effect the spore carrier explodes and is destroyed using its Spore burst attack on anyone in its zone. Anyone damaged by the spore carriers Spore burst attack must roll an END+Survival check difficulty 2 or contract Spore infection (see new diseases below).
- **Ambush** A Spore carrier has a TN of 10 for Sneak tests, and rolls +1d20 on sneak attacks. In areas of vegetation all difficulties to notice a spore carrier is increased by 1.

Harvesting

Scavengers can harvest a spore carrier with a successful END + Survival test with a difficulty of 0. This yields 2CD common parts. For each Effect rolled, they also gain 1 uncommon part.

Spore Carrier savage

Level 7, Mutated human plant, Mighty Creature (104 XP)

Body	Mind
9	5

Melee	Guns	Other
5	-	4

HP	32
Initiative	14
Defense	1

Physical DR	3	all
Energy DR	-	-
Radiation DR	-	-
Poison DR	- (Immune to spore carrier spores)	-

Attacks

- **CLAWS: BODY + Melee** (TN 14), 5 CD Physical damage, Vicious
- **SPORE BURST: BODY + Melee** (TN 14), 5 CD Poison damage, Persistent (Poison), Spread, Blast

Special Abilities

- **Immune to Radiation:** The Spore carrier reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Immune to Poison:** The Spore carrier reduces all poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **Spores:** When a spore carrier is damaged roll a CD at the end of each of its turns or if reduced to 0 HP. On an effect the spore carrier explodes and is destroyed using its Spore burst attack on anyone in its zone. Anyone damaged by the spore carriers Spore burst attack must roll an END+Survival check difficulty 2 or contract Spore infection (see new diseases below).
- **Ambush** A Spore carrier has a TN of 10 for Sneak tests, and rolls +1d20 on sneak attacks. In areas of vegetation all difficulties to notice a spore carrier is increased by 1.

Harvesting

Scavengers can harvest a spore carrier with a successful END + Survival test with a difficulty of 0. This yields 2CD common parts. For each Effect rolled, they also gain 1 uncommon part.

Spore Carrier beast

Level 12, Mutated human plant, Mighty Creature (176 XP)

Body	Mind
11	5

Melee	Guns	Other
5	-	4

HP	46
Initiative	16
Defense	1

Physical DR	3	all
Energy DR	-	-
Radiation DR	-	-
Poison DR	- (Immune to spore carrier spores)	-

Attacks

- **CLAWS: BODY + Melee** (TN 16), 6 CD Physical damage, Vicious
- **SPORE BURST: BODY + Melee** (TN 16), 5 CD Poison damage, Persistent (Poison), Spread, Blast

Special Abilities

- **Immune to Radiation:** The Spore carrier reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

- **Immune to Poison:** The Spore carrier reduces all poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **Render:** A Spore carrier beast may choose to make a deadlier Claw attack by increasing the difficulty of the attack by +1. If it succeeds, the attack's damage increases by +2 DC.
- **Spores:** When a spore carrier is damaged roll a CD at the end of each of its turns or if reduced to 0 HP. On an effect the spore carrier explodes and is destroyed using its Spore burst attack on anyone in its zone. Anyone damaged by the spore carriers Spore burst attack must roll an END+Survival check difficulty 2 or contract Spore infection (see new diseases below).
- **Ambush** A Spore carrier has a TN of 10 for Sneak tests, and rolls +1d20 on sneak attacks. In areas of vegetation all difficulties to notice a spore carrier is increased by 1.

Harvesting

Scavengers can harvest a spore carrier with a successful END + Survival test with a difficulty of 0. This yields 2CD common parts. For each Effect rolled, they also gain 1 uncommon part.

Spore carrier scavenger

Level 15, Mutated human plant, Normal Creature (109 XP)

Body	Mind
8	6

Melee	Guns	Other
5	-	5

HP	23
Initiative	14
Defense	1

Physical DR	2	all
Energy DR	-	-
Radiation DR	-	-
Poison DR	- (Immune to spore carrier spores)	-

Attacks

- **CLAWS: BODY + Melee** (TN 13), 5 CD Physical damage, Vicious
- **SPORE BURST: BODY + Melee** (TN 13), 5 CD Poison damage, Persistent (Poison), Spread, Blast

Special Abilities

- **Immune to Radiation:** The Spore carrier reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Immune to Poison:** The Spore carrier reduces all poison damage suffered to 0 and cannot suffer any damage or effects from poison.

- **Spores:** When a spore carrier is damaged roll a CD at the end of each of its turns or if reduced to 0 HP. On an effect the spore carrier explodes and is destroyed using its Spore burst attack on anyone in its zone. Anyone damaged by the spore carriers Spore burst attack must roll an END+Survival check difficulty 2 or contract Spore infection (see new diseases below).
- **Ambush** A Spore carrier has a TN of 10 for Sneak tests, and rolls +1d20 on sneak attacks. In areas of vegetation all difficulties to notice a spore carrier is increased by 1.

Harvesting

Scavengers can harvest a spore carrier with a successful END + Survival test with a difficulty of 0. This yields 2CD common parts. For each Effect rolled, they also gain 1 uncommon part.

New disease:

Spore infection

Duration 4

Anyone reduced to 0 hp while suffering from this disease dies and are resurrected as a spore carrier and lose all abilities and stats and use the stats for a standard spore carrier or a spore carrier brute if you are level 10 or higher. A newly transformed spore carrier will still wear the same equipment as it used before its transformation but will drop anything held in its hands and is incapable of using weapons.

Spore plant



Spore plants are giant mutated plants that can infect creatures with deadly spores turning them into spore carriers. They are usually the size of a human but can grow much larger.

Level 1, Mutated plant, Normal Creature (10 XP)

Body	Mind
5	4

Melee	Guns	Other
1	3	3

HP	6
Initiative	9
Defense	1 (0 against melee)

Physical DR	-	-
Energy DR	-	-
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **Bite: BODY + Melee** (TN 6), 1 CD Physical damage
- **Spore spit: BODY + Guns** (TN 8), 2 CD Physical damage, Range Medium

Special Abilities

- **Immune to Radiation:** The Spore carrier reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Immune to Poison:** The Spore carrier reduces all poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **Immobilized:** A spore plant can't move and any melee attacks against one is made against a base defense of 0.

Harvesting

Scavengers can harvest a spore plant with a successful END + Survival test with a difficulty of 0. This yields 1CD common parts. For each Effect rolled, they also gain 1 spore pod.

Giant Spore plant

Level 7, Mutated plant, Normal Creature (52 XP)

Body	Mind
7	5

Melee	Guns	Other
2	4	4

HP	14
Initiative	12
Defense	1 (0 against melee)

Physical DR	-	-
Energy DR	-	-
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **Bite: BODY + Melee** (TN 9), 1 CD Physical damage
- **Spore spit: BODY + Guns** (TN 11), 5 CD Physical damage, Range Long

Special Abilities

- **Immune to Radiation:** The Spore carrier reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Immune to Poison:** The Spore carrier reduces all poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **Immobilized:** A spore plant can't move and any melee attacks against one is made against a base defense of 0.

Harvesting

Scavengers can harvest a spore plant with a successful END + Survival test with a difficulty of 0. This yields 2CD common parts. For each Effect rolled, they also gain 1 spore pod.

Dionaea Muscipula

The Dionaea Muscipula is a rare strain of spore plant much more deadly than any other form of spore plants found in the wasteland.

Level 10, Mutated plant, Mighty Creature (140 XP)

Body	Mind
10	5

Melee	Guns	Other
3	5	5

HP	40
Initiative	15
Defense	1 (0 against melee)

Physical DR	-	-
Energy DR	-	-
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **Bite:** BODY + Melee (TN 13), 1 CD Physical damage
- **Spore spit:** BODY + Guns (TN 15), 6 CD Physical damage, Vicious, Range Long

Special Abilities

- **Immune to Radiation:** The Spore carrier reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Immune to Poison:** The Spore carrier reduces all poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **Immobilized:** A spore plant can't move and any melee attacks against one is made against a base defense of 0.

- **Barrage:** A *Dionaea Muscipula* can spend up to three AP to add one to the fire rate and the burst quality to its spore spit attack. It can spend up to three AP per turn in this way.

Harvesting

Scavengers can harvest a spore plant with a successful END + Survival test with a difficulty of 0. This yields 2CD rare parts. For each Effect rolled, they also gain 1 spore pod.

Liberator Mk 1



Liberators were small pre-War drones used by the People's Liberation Army. These military infiltration and attack robots were weak and ineffective and became a joke among American soldiers who were forced to waste ammunition on them. Although the later models were a great improvement, they were such a late addition to the Chinese forces and in such small numbers that they had little impact on the war.

Level 2, Robot, Normal Creature (17 XP)

Body	Mind
5	4

Melee	Guns	Other
1	3	1

HP	5
Initiative	9
Defense	2

Physical DR	2	All
Energy DR	2	All
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **Laser:** BODY + Guns (TN 8), 4CD Energy, Range (M)
- **Slashing legs:** BODY+Melee (TN 7), 3CD Physical, Piercing 1

Special Abilities

ROBOT: The liberator is a robot. They are immune to the effects of starvation, thirst, and suffocation.

They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (p.34).

IMMUNE TO POISON: The liberator reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.

IMMUNE TO RADIATION: The liberator reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

IMMUNE TO DISEASE: The liberator is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.

LITTLE: The liberator is smaller than most characters. The creature's normal HP is reduced to Body + ½ level (rounded up), but its Defense increases by 1. Further, it is slain by any hit which inflicts an Injury.

RADIO TRANSMISSION: The liberator can receive and send radio transmissions, as well as playing these aloud. The propaganda bot can be heard playing these Chinese propaganda message transmissions aloud from long range.

Inventory

SALVAGE: Scavengers can salvage from a destroyed liberator with a successful INT + Science test with a difficulty of 1. This yields 2CD common materials, and each Effect rolled yields 1 uncommon material.

Liberator Mk 2

Level 5, Robot, Normal Creature (17 XP)

Body	Mind
6	5

Melee	Guns	Other
2	4	2

HP	9
Initiative	11
Defense	2

Physical DR	3	All
Energy DR	3	All
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **Laser Mk 2:** BODY + Guns (TN 10), 5CD Energy, Vicious, Range (M)
- **Slashing legs:** BODY+Melee (TN 7), 4CD Physical, Piercing 1

Special Abilities

ROBOT: The liberator is a robot. They are immune to the effects of starvation, thirst, and suffocation.

They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (p.34).

IMMUNE TO POISON: The liberator reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.

IMMUNE TO RADIATION: The liberator reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

IMMUNE TO DISEASE: The liberator is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.

LITTLE: The liberator is smaller than most characters. The creature's normal HP is reduced to Body + ½ level (rounded up), but its Defense increases by 1. Further, it is slain by any hit which inflicts an Injury.

RADIO TRANSMISSION: The liberator can receive and send radio transmissions, as well as playing these aloud. The propaganda bot can be heard playing these Chinese propaganda message transmissions aloud from long range.

Inventory

SALVAGE: Scavengers can salvage from a destroyed liberator with a successful INT + Science test with a difficulty of 1. This yields 2CD common materials, and each Effect rolled yields 1 uncommon material.

Liberator Mk 3

Level 8, Robot, Normal Creature (17 XP)

Body	Mind
7	5

Melee	Guns	Other
3	5	3

HP	11
Initiative	12
Defense	2

Physical DR	4	All
Energy DR	4	All
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **Laser Mk 3:** BODY + Guns (TN 12), 6CD Energy, Vicious, Piercing 1, Burst, Range (L)
- **Slashing legs:** BODY+Melee (TN 10), 4CD Physical, Piercing 1, Vicious

Special Abilities

ROBOT: The liberator is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (p.34).

IMMUNE TO POISON: The liberator reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.

IMMUNE TO RADIATION: The liberator reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

IMMUNE TO DISEASE: The liberator is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.

LITTLE: The liberator is smaller than most characters. The creature's normal HP is reduced to Body + ½ level (rounded up), but its Defense increases by 1. Further, it is slain by any hit which inflicts an Injury.

RADIO TRANSMISSION: The liberator can receive and send radio transmissions, as well as playing these aloud. The propaganda bot can be heard playing these Chinese propaganda message transmissions aloud from long range.

Inventory

SALVAGE: Scavengers can salvage from a destroyed liberator with a successful INT + Science test with a difficulty of 1. This yields 2CD common materials, and each Effect rolled yields 1 uncommon material.

Honeybeast



Level 12, Mutated insect, Normal Creature (88 XP)

Body	Mind
9	5

Melee	Guns	Other
4	-	2

HP	33
Initiative	14
Defense	1 (2 head)

Physical DR	5 (2 head)	All except head
Energy DR	-	-
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **Bite:** BODY + Melee (TN 13), 6CD

Special Abilities

IMMUNE TO POISON: The honeybeast reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.

IMMUNE TO RADIATION: The honeybeast reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

IMMUNE TO DISEASE: The honeybeast is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.

BIG: The Honeybeast is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defence is reduced by 1, to a

minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.

RELEASE THE BEES: A honeybeast can spend a major action and 2 AP to spawn a bee swarm from the hives on its back. The Bee swarm immediately acts moving towards the nearest enemy.

Inventory

Butchery: Scavengers can butcher a honeybeast with a successful **END + Survival** test with a difficulty of 0. This yields 1 Honeycomb and 1CD honey. On an effect you also receive 1 royal jelly.

Bee swarm



Level 5, Mutated insect, Normal Creature (38 XP)

Body	Mind
7	4

Melee	Guns	Other
5	-	2

HP	10
Initiative	11
Defense	3 (1 against attacks with the blast or spread ability)

Physical DR	-	-
Energy DR	-	-
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **Swarm:** **BODY + Melee** (TN 12), 3CD, Area, Spread, Persistent

Special Abilities

IMMUNE TO POISON: The bee swarm reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.

IMMUNE TO RADIATION: The bee swarm reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

SWARM: A bee swarm consists of thousands of tiny creatures and is extremely difficult to harm with conventional weapons. Attacks against a swarm with weapons without the area or spread quality is difficulty 3, in addition, successful attacks with weapons without these qualities deal only half damage to a swarm. Swarms can occupy the same space as other creatures and move through tiny cracks. Bee swarms can't be knocked down and are unaffected by qualities from weapons without the spread or area qualities and are immune to the effect of injuries. Bee swarms that suffer a critical hit from a weapon with the blast or spread quality immediately disperses. Strong wind can disperse a bee swarm.

LITTLE: The bee swarm is smaller than most characters. The creature's normal HP is reduced to Body + ½ level (rounded up), but its Defense increases by 1 (already included).

FLYING: Bee swarms can move freely through the air. They ignore most ground-level obstacles and difficult terrain effects, and they can move through "empty" zones above the battlefield if desired.

Scorchbeast



Level 20, Mutated bat, Mighty Creature

Body	Mind
12	8

Melee	Guns	Other
6	4	4

HP	104
Initiative	20
Defense	1

Physical DR	8	All (wings 4)
Energy DR	8	All (Wings 4)
Radiation DR	IMMUNE	-

Poison DR	IMMUNE	-
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Attacks

- **Wing swipe: BODY + Melee** (TN 18) 8CD Physical damage
- **Radiation fog: Body+Guns** (TN 16) 5CD Radiation damage, Spread, Persistent, Blast, Range (Long)
- **Sonic screech: Body+Guns** (TN 16) 10 CD Energy damage, Spread, Burst, Piercing 1, Stun, Range (Long)
- **Shockwave: Body+Melee** (TN 18) 8CD Physical damage, Stun, Pierce 1, Blast

Special Abilities

- **Immune to Radiation:** The scorchbeast reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Immune to Poison:** The scorchbeast reduces all poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **Immune to Disease:** The scorchbeast is immune to disease
- **Big:** The scorchbeast is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defense decreases by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.
- **Flying:** A scorchbeast can move freely through the air. It can ignore most ground-level obstacles and difficult terrain effects, and they can move through “empty” zones above the battlefield if desired. It must spend at least one minor action each turn moving, and if it is knocked prone it falls to the ground, suffering 3 CD Stun physical damage, +2 CD for each zone above ground level it was before it fell.
- **Lunge:** If a scorchbeast moves into Reach and makes a melee attack in the same turn, it may re-roll 1d20 on the attack. After the attack, it may spend 1AP to move one zone.
- **Shockwave:** Once per combat, if the scorchbeast spends a major action to move from high altitude down to the ground, it may make a shockwave attack against all enemies in its zone. This attack benefits from the Lunge ability. The shockwave is very loud and may attract nearby enemies such as the many scorched lurking near the scorchbeasts lair.
- **Weak spot:** A scorchbeasts wings have a DR and ER of 4. If a scorchbeasts wing is injured the scorchbeast will plummet to the ground suffering falling damage (see flying above). It may spend AP to reduce the falling damage by 1CD for every AP spent. A scorchbeast with an injured wing can't fly.

BUTCHERY: Scavengers can butcher a dead scorchbeast with a successful END + Survival test with a difficulty of 0. This yields 1+2CD uncommon materials, each effect also yields a rare material.

Young Scorchbeast

Level 12, Mutated bat, Normal Creature

Body	Mind
10	4

Melee	Guns	Other
5	3	3

HP	34
Initiative	20
Defense	1

Physical DR	5	All (wings 3)
Energy DR	6	All (Wings 3)
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **Wing swipe: BODY + Melee** (TN 15) 7CD Physical damage
- **Radiation fog: Body+Guns** (TN 13) 4CD Radiation damage, Spread, Persistent, Blast, Range (Long)
- **Sonic screech: Body+Guns** (TN 13) 8CD Energy damage, Spread, Burst, Piercing 1, Stun, Range (Long)
- **Shockwave: Body+Melee** (TN 15) 6CD Physical damage, Stun, Pierce 1, Blast

Special Abilities

- **Immune to Radiation:** The scorchbeast reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Immune to Poison:** The scorchbeast reduces all poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **Immune to Disease:** The scorchbeast is immune to disease
- **Big:** The scorchbeast is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defense decreases by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.
- **Flying:** A scorchbeast can move freely through the air. It can ignore most ground-level obstacles and difficult terrain effects, and they can move through “empty” zones above the battlefield if desired. It must spend at least one minor action each turn moving, and if it is knocked prone it falls to the ground, suffering 3 CD Stun physical damage, +2 CD for each zone above ground level it was before it fell.
- **Lunge:** If a scorchbeast moves into Reach and makes a melee attack in the same turn, it may re-roll 1d20 on the attack. After the attack, it may spend 1AP to move one zone.
- **Shockwave:** Once per combat, if the scorchbeast spends a major action to move from high altitude down to the ground, it may make a shockwave attack against all enemies in its zone. This attack benefits from the Lunge ability. The shockwave is very loud and may attract nearby enemies such as the many scorched lurking near the scorchbeasts lair.
- **Weak spot:** A young scorchbeasts wings have a DR and ER of 3. If a scorchbeasts wing is injured the scorchbeast will plummet to the ground suffering falling damage (see flying above). It may spend AP to reduce the falling damage by 1CD for every AP spent. A scorchbeast with an injured wing can't fly.

BUTCHERY: Scavengers can butcher a dead scorchbeast with a successful END + Survival test with a difficulty of 0. This yields 1+1CD uncommon materials, each effect also yields a rare material.

Gigaroach



Level 12, Mutated insect, Normal Creature

Body	Mind
9	5

Melee	Guns	Other
3	-	4

HP	33
Initiative	14
Defense	1

Physical DR	4	All
Energy DR	4	All
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **Bite:** **BODY + Melee** (TN 12) 6CD Physical damage, Radioactive, Vicious

Special Abilities

- **Immune to Radiation:** The gigaroach reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Immune to Poison:** The gigaroach reduces all poison damage suffered to 0 and cannot suffer any damage or effects from poison.

- **Immune to Disease:** The gigaroach is immune to disease
- **Big:** The gigaroach is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defense decreases by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.

BUTCHERY: Scavengers can butcher a dead gigaroach with a successful END + Survival test with a difficulty of 0. This yields 2+3CD portions of radoach meat.

Tick



These ticks have grown to be the size of a small dog. They can drain a human sized creature of blood in minutes and their blood-filled bodies can explode in a shower of radioactive blood.

Level 2, Mutated insect, Normal Creature (17 XP)

Body	Mind
5	4

Melee	Guns	Other
2	-	2

HP	6
Initiative	9
Defense	2

Physical DR	-	-
Energy DR	-	-
Radiation DR	IMMUNE	-
Poison DR	-	-

Attacks

- **Bite:** BODY + Melee (TN 7), 1[CD] Persistent (bleeding), Piercing 1 Physical damage.
- **Blood burst:** BODY + Melee (TN 7), 1[CD] Radioactive damage, Blast, Spread

Special Abilities

- **Immune to Radiation:** The tick reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

- **Blood drinker:** Every effect rolled when a tick damage a prey with its bite heals the tick for 1 HP. A tick can heal a maximum of 5 HP in this way. A tick that has drained 5 hp of blood becomes bloated (see blood burst below).
- **Blood burst:** If a bloated tick is reduced to 0 HP or suffer an injury it explodes making its blood burst attack.
- **Scuttle:** A tick is surprisingly fast, it can take an additional free minor action to move each turn.
- **Little:** Ticks are smaller than most characters. The creature's normal HP is reduced to Body + ½ level (rounded up), but its Defence is increased by 1. Further, it is slain by any hit which inflicts an Injury.
- **Sneaky:** A tick has a TN of 10 for Sneak tests, and rolls +1d20 on sneak attacks.

Inventory

Butchery: Scavengers can butcher a dead tick with a successful **END + Survival** test with a difficulty of 1. This yields 1[CD] common materials on an effect also gain an uncommon material.

Young Gecko



Geckos are reptilian and born with a pair of fins behind their heads. Their eyes possess an orange tint, and their body coloration differs greatly depending on the gecko subspecies in question. Geckos have evolved with five fingers and five toes. Dependent on the type, they range from the size of a small human child, to heights exceeding that of an average human adult.

Level 1, Mutated reptile, Normal Creature (10 XP)

Body	Mind
5	4

Melee	Guns	Other
2	-	2

HP	6
Initiative	9
Defense	1

Physical DR	1	(all)
Energy DR	2	(all)
Radiation DR	IMMUNE	-
Poison DR	-	-

Attacks

- **Bite and claws: BODY + Melee** (TN 7), 2CD Physical, Vicious

Special Abilities

- **Immune to Radiation:** The gecko reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Scuttle:** A gecko is surprisingly fast; it can take an additional free minor action to move each turn.

Inventory

Butchery: Scavengers can butcher a dead gecko with a successful **END + Survival** test with a difficulty of 0. This yields 1[CD] Varmint meat on an effect also gain a common material.

Adult Gecko

Level 3, Mutated reptile, Normal Creature (XP)

Body	Mind
6	4

Melee	Guns	Other
3	-	2

HP	9
Initiative	10
Defense	1

Physical DR	2	(all)
Energy DR	3	(all)
Radiation DR	IMMUNE	-
Poison DR	-	-

Attacks

- **Bite and claws: BODY + Melee** (TN 9), 3CD Physical, Vicious

Special Abilities

- **Immune to Radiation:** The gecko reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Scuttle:** A gecko is surprisingly fast; it can take an additional free minor action to move each turn.

Inventory

Butchery: Scavengers can butcher a dead gecko with a successful **END + Survival** test with a difficulty of 0. This yields 1+1[CD] Varmint meat on an effect also gain a common material.

Gecko Hunter

Gecko hunters look identical to normal geckos but have greater health and speed. They are very fast and will attempt to rush and overwhelm their prey by attacking in groups.

Level 5, Mutated reptile, Normal Creature (XP)

Body	Mind
7	4

Melee	Guns	Other
3	-	3

HP	12
Initiative	11
Defense	1 (2 against ranged without the spread or blast quality)

Physical DR	2	(all)
Energy DR	3	(all)
Radiation DR	IMMUNE	-
Poison DR	-	-

Attacks

- **Bite and claws: BODY + Melee** (TN 10), 3CD Physical, Vicious

Special Abilities

- **Immune to Radiation:** The gecko reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Scuttle:** A gecko is surprisingly fast; it can take an additional free minor action to move each turn.
- **Superior reflexes:** A Gecko hunters defence against ranged attacks without the spread or blast quality is increased by 1.
- **Swift strikes:** A Gecko hunter pay only one AP to make a second attack each turn.

Inventory

Butchery: Scavengers can butcher a dead gecko with a successful **END + Survival** test with a difficulty of 0. This yields 1+1[CD] Varmint meat on an effect also gain a common material.

Golden Gecko

This type of gecko is distinguishable by brilliant golden scales. They can be found around irradiated areas such as Crescent Canyon east and Crescent Canyon west, Vault 34, Cottonwood crater, and the

Searchlight church basement. Golden geckos have been affected by high levels of radiation, leading to their larger size and unique coloration. In addition, exposure to radiation has caused their attacks to inflict significant amounts of radiation damage.

Level 7, Mutated reptile, Normal Creature (XP)

Body	Mind
8	4

Melee	Guns	Other
4	-	3

HP	15
Initiative	12
Defense	1

Physical DR	3	(all)
Energy DR	4	(all)
Radiation DR	IMMUNE	-
Poison DR	-	-

Attacks

- **Bite and claws: BODY + Melee** (TN 12), 4CD Physical, Vicious, Radioactive

Special Abilities

- **Immune to Radiation:** The gecko reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Scuttle:** A gecko is surprisingly fast; it can take an additional free minor action to move each turn.

Inventory

Butchery: Scavengers can butcher a dead golden gecko with a successful **END + Survival** test with a difficulty of 0. This yields 1+2[CD] Varmint meat on an effect also gain an uncommon material.

Fire Gecko

Fire geckos have mottled purple and red hides and prominent spikes on their backs. In addition to their bite and claw attacks, they have the ability to breathe fire. They can mainly be found in and around mountainous areas and caves.

Level 5, Mutated reptile, Normal Creature (XP)

Body	Mind
7	4

Melee	Guns	Other
3	-	3

HP	12
Initiative	11

Defense	1
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Physical DR	3	(all)
Energy DR	6	(all)
Radiation DR	IMMUNE	-
Poison DR	-	-

Attacks

- **Bite and claws: BODY + Melee** (TN 10), 3CD Physical, Vicious
- **Spit fire: BODY + Melee** (TN 10), 3CD Energy, Persistent, Spread, Debilitating, Range Medium

Special Abilities

- **Immune to Radiation:** The gecko reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Scuttle:** A gecko is surprisingly fast; it can take an additional free minor action to move each turn.

Inventory

Butchery: Scavengers can butcher a dead gecko with a successful **END + Survival** test with a difficulty of 0. This yields 1+1[CD] Varmint meat on an effect also gain a uncommon material.

Manananggal



The US weren't the only one that tried to create super soldiers, the Chinese had their own special program that created numerous horrible, mutated experiments. One such abomination is called a Manananggal after the mythological beast. The Manananggal is a horrifying creature resembling a disembodied ghoul torso held aloft by huge pink bat-like wings. It has a long purple tongue ending in toothy barbs and fleshy tendrils resembling entrails flail below it.

Level 10, Mutated human cryptid, Normal Creature (XP)

Body	Mind
8	5

Melee	Guns	Other
4	-	4

HP	18
Initiative	13
Defense	1

Physical DR	5 (Wings 2)	(all except wings)
Energy DR	5 (Wings 2)	(all)
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **Rasping tongue: BODY + Melee** (TN 12), 5CD Physical, Vicious, Piercing 1, Persistent, Debilitating

Special Abilities

- **Immune to Radiation:** The Manananggal reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Immune to Poison:** The Manananggal reduces all poison damage suffered to 0 and cannot suffer any damage or effects from poison or chems.
- **Immune to Disease:** The Manananggal is unaffected by disease of any kind although they may still carry diseases and often do.
- **Flying:** A Manananggal can move freely through the air. They ignore most ground-level obstacles and difficult terrain effects, and they can move through “empty” zones above the battlefield if desired.
- **Vampiric:** For every effect rolled when damaging a creature with its tongue the Manananggal heals 1 HP up to a maximum healing equal to the damage dealt to the target after any reduction.
- **Grasping entrails:** A Manananggal’s tendrils grasp and grapple anyone within reach. If within reach of a hostile Manananggal, a character must spend 1AP to be able to move away from the Manananggal.
- **Night creature:** A Manananggal has a TN of 12 for Sneak tests during the night, and rolls +1d20 on sneak attacks.

Cyberdog



The cyberdog is a non-militarized version of the police/military cyberdog. It was more than likely used for companionship rather than combat, as it relies on its speed and bite strength alone for offensive power.

Level 3, Mammal, Normal Creature (XP)

Body	Mind
5	4

Melee	Guns	Other
2	-	3

HP	8
Initiative	9
Defense	1

Physical DR	2	all
Energy DR	2	all
Radiation DR	2	all
Poison DR	-	-

Attacks

- **Bite:** BODY + Melee (TN 7), 3 [CD] vicious Physical damage.

Special Abilities

- **Keen senses:** One or more of the cyberdogs senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other PER tests by 1 (to a minimum of 0)
- **Cybernetic reflexes:** The cyberdog can take one additional minor action each turn without spending an AP.
- **Cybernetic enhancement:** The cyberdog counts as a robot and can be upgraded with robot mods.

Inventory

Butchery: Scavengers can butcher a cyberdog with a successful **INT+Science** test with a difficulty of 0. This yields 1 CD portions of mongrel dog meat on an effect also gain 1 uncommon part.

Police Cyberdog

A slightly weaker variety of the military cyberdog, police cyberdogs may contain several types of small energy cells on death. They can be distinguished from military cyberdogs by their unique black and white paint, as well as the red and blue reflective patches on their backs.

Level 5, Mammal, Normal Creature (XP)

Body	Mind
6	5

Melee	Guns	Other
3	-	3

HP	11
Initiative	11
Defense	1

Physical DR	3	all
Energy DR	3	all
Radiation DR	3	all
Poison DR	-	-

Attacks

- **Bite: BODY + Melee** (TN 9), 4 [CD] Physical damage, vicious
- **Sonic bark: BODY + Melee** (TN 9), 2 [CD] physical damage, piercing 3, spread, blast, stun, Range close

Special Abilities

- **Keen senses:** One or more of the cyberdog's senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other PER tests by 1 (to a minimum of 0)
- **Cybernetic reflexes:** The cyberdog can take one additional minor action each turn without spending an AP.
- **Cybernetic enhancement:** The cyberdog counts as a robot and can be upgraded with robot mods.
- **Recon sensors:** Reduce difficulty of tests to detect hidden opponents by 1 (min. 0), Enemies visible to you who attempt to hide add +1 to the difficulty of their Sneak tests.
- **Takedown:** When a police cyberdog successfully attacks a target, the cyberdog may spend 1 AP to knock that target down.

Inventory

Butchery: Scavengers can butcher a cyberdog with a successful **INT+Science** test with a difficulty of 0. This yields 1 CD portions of mongrel dog meat on an effect also gain 1 uncommon part.

Military Cyberdog

The military cyberdog has a sonic bark which is used as a ranged weapon, and the melee attack has a chance to knock down their foes. They also appear to have the ability to self heal/repair themselves, similar to the Mk II Securitrons.

Level 8, Mammal, Normal Creature (XP)

Body	Mind
7	5

Melee	Guns	Other
4	-	4

HP	15
Initiative	12
Defense	1

Physical DR	4	all
Energy DR	4	all
Radiation DR	4	all
Poison DR	-	-

Attacks

- **Bite:** **BODY + Melee** (TN 11), 5 [CD] Physical damage, vicious
- **Sonic bark:** **BODY + Melee** (TN 11), 3 [CD] physical damage, piercing 2, spread, blast, stun, Range close

Special Abilities

- **Keen senses:** One or more of the cyberdogs senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other PER tests by 1 (to a minimum of 0)
- **Cybernetic reflexes:** The cyberdog can take one additional minor action each turn without spending an AP.
- **Cybernetic enhancement:** The cyberdog counts as a robot and can be upgraded with robot mods.
- **Recon sensors:** Reduce difficulty of tests to detect hidden opponents by 1 (min. 0), Enemies visible to you who attempt to hide add +1 to the difficulty of their Sneak tests.
- **Self repair:** May spend 1 or more AP to heal 1CD HP for every AP spent. On an effect also heals an injury.
- **Takedown:** When a military cyberdog successfully attacks a target, the cyberdog may spend 1 AP to knock that target down.

Inventory

Butchery: Scavengers can butcher a cyberdog with a successful **INT+Science** test with a difficulty of 0. This yields 1 CD portions of mongrel dog meat on an effect also gain 1 rare part.

The Flatwoods monster (Mortagon, Dirt290)



Flatwoods monsters are humanoid creatures of extraterrestrial origin. A Flatwoods monster's head is encased in a purple helmet, which obscures its face save for its glowing white eyes. The rest of the body is sealed in a protective suit, with an armored breathing apparatus and a large spade-shaped frill on its back. Flatwoods monsters have no visible legs, the suit instead terminating to a bullet-shaped point at its bottom, with what appear to be small hover-jets around the waist, allowing the creatures to float above the ground. The Flatwood monster's long arms are tipped with large, three-fingered hands clad in large black gloves. Its blood is green, which can be seen when fighting them.

Level 10, alien cryptid, Mighty Creature (148 XP)

Body	Mind
6	10

Melee	Guns	Other
1	4	3

HP	32
Initiative	16
Defense	1

Physical DR	5	All
Energy DR	3	All
Radiation DR	Immune	-
Poison DR	Immune	-

Attacks

- **Unarmed:** **BODY + Melee** (TN 7) 3CD Physical damage
- **Laser beam:** **MIND + Guns** (TN 14) 6CD Energy damage, Piercing 1, Range L

Special Abilities

- **Flight:** The Flatwoods monster can move freely through the air. They ignore most ground-level obstacles and difficult terrain effects, and they can move through “empty” zones above the battlefield if desired. It must spend at least one minor action each turn moving, and if it is knocked

prone it falls to the ground, suffering 3 CD Stun physical damage, +2 CD for each zone above ground level it was before it fell.

- **Hypnosis:** Once per encounter, as a minor action, the Flatwoods monster may attempt to control any entity within sight and medium range, The flatwoods monster rolls a number of CD equal to its mind. If the number of effects rolled is equal to or exceeds the targets INT or MIND, that creature has been hypnotised. A hypnotised target is unable to act unless it spends AP as if stunned. If the target can't spend AP to act, the Flatwoods Monster can instead spend AP to have that creature act as if using the Rally action. This does not take up any of the Flatwood monsters actions for the turn. The hypnotised creature can't be forced to harm itself, otherwise the Flatwoods monster can have it perform any action it wants. A target remains hypnotised until it spends AP to act or the encounter ends.
- **Action packed:** When entering a scene, it gains 6 personal AP.
- **Teleportation:** For 1 AP, the Flatwoods monster may teleport to any location within long range. If a Flatwood monster has used this ability its defence is increased by 1 until the start of its next turn.
- **Rejuvenation:** Once per combat, if reduced to 0 HP, the Flatwoods monster may spend 3 AP to teleport anywhere within long range as if it had used the Teleportation ability and be restored to half its health and recover from all injuries.
- **Fast healing:** If it has suffered any injuries or reduced to below half HP, The Flatwoods monster may spend a Major action to recover 1+2CD HP, if an effect is rolled it also recovers from any injuries.
- **Weak spot:** If the Flatwoods monster suffers any injuries to its head location it will suffer 2CD damage at the end of each turn for as long as the injury persists. This damage is unaffected by DR.
- **Alien:** The Flatwoods monster cannot be reasoned with or influenced by Speech tests.

Inventory

Salvage: Scavengers can salvage from a destroyed Flatwood monster with a successful INT + Science test with a difficulty of 2. This yields 3DC Fusion cells, +1 DC per AP spent, and each Effect rolled yields 1 Rare materials.

Mothman (Dirt290)



Mothmen are giant man-sized moths with compound eyes (typically red but can be multiple colors), large membranous wings and two large antennae sprouting out of the top of the head. It is skittish and quick to flee in certain encounters.

Level 9, mutated insect cryptid, Normal Creature (XP)

Body	Mind
5	8

Melee	Guns	Other
3	3	4

HP	14
Initiative	13
Defense	1

Physical DR	2	All
Energy DR	4	All
Radiation DR	Immune	-
Poison DR	-	-

Attacks

- **Bite:** **BODY + Melee** (TN 8) 4CD Physical damage
- **Screech:** **MIND + Guns** (TN 11) 3CD Physical and Energy damage, Piercing 2, Stun, Blast, Range M

Special Abilities

- **Flight:** The Mothman monster can move freely through the air. They ignore most ground-level obstacles and difficult terrain effects, and they can move through “empty” zones above the battlefield if desired. It must spend at least one minor action each turn moving, and if it is knocked prone it falls to the ground, suffering 3 CD Stun physical damage, +2 CD for each zone above ground level it was before it fell.
- **Night vision:** Mothman can see in complete darkness. It ignores all difficulty increases caused by dim light or darkness, and they may attempt skill tests that would normally be impossible.
- **Keen senses:** One or more of the Mothmans senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other PER tests by 1 (to a minimum of 0)
- **Vanish:** Once per encounter a Mothman may vanish as if using a Stealth boy. The effect ends if the Mothman attacks. During the night a Mothman can use this ability again by spending 2 AP.
- **Stealth:** A Mothman has a TN of 15 for Sneak tests, and rolls +1d20 on sneak attacks. During the night the Mothman rolls an additional d20 when making sneak tests.

Inventory

Butchery: Scavengers can salvage from a dead Mothman monster with a successful END+Survival test with a difficulty of 0. This yields 2CD Uncommon materials, +1 CD per AP spent, with each effect granting 1 rare material

Jersey Devil (Dirt290)



Predecessors to deathclaws, the Jersey Devil is the result of mixing goat and kangaroo DNA with a vampire bat.

Level 11, mutated animal cryptid, Normal Creature (XP 45)

Body	Mind
7	7

Melee	Guns	Other
4	3	2

HP	29
Initiative	14
Defense	1

Physical DR	4	All
Energy DR	5	All
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **Bite:** **BODY + Melee** (TN 11) 3CD Physical damage, Persistent (Poison)
- **Claws:** **BODY + Melee** (TN 11) 6CD Physical damage, Piercing 1
- **Horriifying bleat:** **BODY + Guns** (TN 10) 2CD Physical and Energy damage, Piercing 2, Stun, Blast, Range C

Special Abilities

- **Flight:** The Jersey devil can move freely through the air. They ignore most ground-level obstacles and difficult terrain effects, and they can move through “empty” zones above the battlefield if desired. It must spend at least one minor action each turn moving, and if it is knocked prone it falls to the ground, suffering 3 CD Stun physical damage, +2 CD for each zone above ground level it was before it fell.
- **Keen senses:** One or more of the Jersey devil’s senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other PER tests by 1 (to a minimum of 0)
- **Render:** The jersey devil may choose to make a deadlier Claw attack by increasing the difficulty of the attack by +1. If it succeeds, the attack’s damage increases by +2 CD

- **Big:** The Jersey Devil is bigger than most characters. The creature receives an additional +1 health point per Level, but its Defense is reduced by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.

Inventory

Butchery: Scavengers can butcher a dead Jersey devil with a successful **END + Survival** test with a difficulty of 1. This yields 2 CD portions of Radstag meat.

Mega Sloth (Dirt290)



The mega sloths are three-toed sloths mutated by radiation. Standing much taller than the average human, its body is covered with filthy and shaggy fur with clusters of mushrooms growing in the fur on its back, similar to fungus grew in the fur of pre-War sloths. They have heavily calloused patches of skin and sharp teeth. Mega sloths are much larger than pre-War variants. Similar to those that lived before the war, mega sloths found in Appalachia have mold and mushrooms growing in their fur. These mega sloth mushrooms release clouds of spores when the sloth shakes it's body, deterring aggressors that get too close.

Level 10, mutated animal, Normal Creature (XP 74)

Body	Mind
9	4

Melee	Guns	Other
4	0	3

HP	29
Initiative	11
Defense	1

Physical DR	4	All
Energy DR	4	All
Radiation DR	IMMUNE	-
Poison DR	1	-

Attacks

- **Claws:** **BODY + Melee** (TN 13) 6CD Physical damage, Vicious
- **Dirt toss:** **BODY + Guns** (TN 9) 3CD Physical damage, Persistent (Poison), Blast, Range M

Special Abilities

- **Sluggish:** The move action is now a major action, and the sprint major action requires 1 ap to use, along with initiative reduced by 2(minimum of 1).
- **Big:** The Mega-Sloth is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defense decreases by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.
- **Render:** The Mega sloth may choose to make a deadlier Claw attack by increasing the difficulty of the attack by +1. If it succeeds, the attack's damage increases by +2 CD
- **Massive strength:** A Mega-Sloth is capable of lifting and throwing objects as large as a standard car.
- **Spore cloud:** As a major action, a Mega-Sloth can create a spore cloud covering its current zone. The difficulty of melee attacks in the zone is increased by 1, and ranged attacks into, inside or through the zone by 2. Anyone moving into or out of the zone must make an **END+survival** check with a difficulty of 2 to avoid swallowing spores suffering 2CD persistent poison damage for each turn they spend inside the cloud. The cloud remains for as long as the Mega sloth occupies the zone and for 1CD turns after it leaves.

Inventory

Butchery: Scavengers can butcher a dead Mega-Sloth with a successful **END + Survival** test with a difficulty of 0. This yields 1+2CD Deathclaw meat, each effect also yields one glowing fungus.

X-42 Giant Robo-scorpion (Dirt290)



Saturite-suited mechanical menace aiming for annihilation, created by Dr. Mobius and powered by an atomic generator, it is programmed to destroy all in its path.

Level 18, Robot, Mighty Creature (XP 411)

Body	Mind
12	7

Melee	Guns	Other
5	5	3

HP	96
Initiative	19

Defense	1
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Physical DR	9	All
Energy DR	5	All
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **Mega-pincers:** **BODY + Melee** (TN 17) 10CD Physical damage, Stun
- **Atomic laser:** **BODY + Guns** (TN 17) 9CD Energy damage, Radioactive, Blast, Range L
- **Self-destruct:** **BODY + Guns** (TN 17) 10CD Physical damage, Radioactive, Blast

Special Abilities

- **Robot:** The X-42 is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired.
- **Big:** The X-42 is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defense decreases by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.
- **Night vision:** The X-42 can see in complete darkness. It ignores all difficulty increases caused by dim light or darkness, and they may attempt skill tests that would normally be impossible.
- **Long-range radio transmission:** The Robo-scorpion can receive and send radio transmissions, as well as playing these aloud, along with cameras for users to see through. The Robo-scorpion can be heard playing these transmissions aloud from long range.
- **Self-destruct:** Upon death, the X-42 will explode using its self-destruct attack.
- **Weak spot:** An attacker can choose to target the X-42's head by increasing the difficulty of the attack by 1. If he does the X-42's DR is reduced to 4. This only applies to targeted shots to the head, other hits to the head use the X-42's full DR.

Inventory

Salvage: Scavengers can salvage from a destroyed Robo-scorpion with a successful INT + Science test with a difficulty of 1. This yields 5 CD fusion cells, +1 CD per AP spent, and each Effect rolled yields 1 rare material.

Sheepsquatch (E Red)



Thought to have been a fictional being of local legend or folklore, also known as a “cryptid,” the Sheepsquatch is a mythical and mysterious creature of the former United States of America in the region known as Appalachia. Though its origins are unknown, the Sheepsquatch is known to be highly aggressive and near relentless in its pursuit of prey. Sporting a bipedal structure and a ram-like appearance, it is immediately noticeable even to those that have only heard of it in brief passing. While the deathclaw is known to be the legendary apex predator of the Wasteland, some believe the Sheepsquatch to be the stronger of the two creatures. But since it stays in Appalachia, and interaction between the two species is unheard of, none of have been able to confirm these claims – and no one is willing to do so.

Their superiority against the deathclaws is believed to be because of its natural weapons it relies on during combat. In addition to sharp, hoof-like claws, the Sheepsquatch can perform a staggering headbutt attack thanks to its horns; this attack does not necessarily deal lethal damage to its prey but it provides enough time for the Sheepsquatch to deal a killing blow with its claws. If their prey is out of reach, the Sheepsquatch can fire the quills from its back as projectiles. They may even charge at their prey, relying on their horns once more to stagger its prey before finishing it off.

Level 15, mutated mammal cryptid, Legendary Creature (XP 74)

Body	Mind
12	8

Melee	Guns	Other
4	3	4

HP	126
Initiative	20
Defense	1

Physical DR	8	All
Energy DR	8	All
Radiation DR	6	All
Poison DR	8	-

Attacks

- **Claws:** **BODY + Melee** (TN 16) 8CD Physical damage
- **Headbutt:** **BODY + Melee** (TN 16) 6CD Physical damage, Stun
- **Quill burst:** **BODY + Guns** (TN 15) 5CD Physical damage, Piercing 1, Burst, Throwing, Range C

Special Abilities

- **Aggressive:** The Sheepsquatch is quick to action when it senses prey. When the Sheepsquatch enters a scene, immediately generate 1 Action Point. If the Sheepsquatch is an ally, then it goes into the group pool. If it is an enemy, it goes into the GM's pool.
- **Big:** The Sheepsquatch is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defense decreases by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.
- **Keen senses:** One or more of the Sheepsquatch's senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other PER tests by 1 (To a minimum of 0).
- **Massive strength:** A Sheepsquatch is capable of lifting and throwing objects as large as a standard car.
- **Primal rage:** Due to its highly aggressive nature, the Sheepsquatch is relentless in its attack and will never back down, no matter the damage it has sustained. As such, effects from a Critical Hit on its legs are only temporary; falling prone but then getting back on its feet on its next turn as if nothing happened. In addition, once per combat, when it reaches half its health (Rounded down), it immediately recovers to full health and grows stronger, dealing +1CD additional damage to its attacks but increasing Difficulty to attack by 1.
- **Immune to fear:** The Sheepsquatch cannot be intimidated or threatened in any way and will either ignore or attack anyone who attempts to threaten or intimidate it.

Inventory

Butchery: Scavengers can butcher a dead Sheepsquatch with a successful END+Survival test with a Difficulty 1. This yields 2CD portions of Sheepsquatch meat.

Wendigo (E Red)



Named after the creature from Algonquin folklore of the same name, Wendigos are mutated humans found in post-War Appalachia. Though the exact nature of their origin is unknown, it is believed that these vicious creatures are connected to the individuals who practice cannibalism, and this act would lead them to transform into Wendigos. Though this theory is just a wild claim, it does hold some truth as one Wendigo is confirmed to have been Morris Stevens – former leader of the Gourmands, one of the five original raider groups of Appalachia.

Wendigos have the appearance of emaciated humanoids with gray skin, long and bony arms, and distended abdomens with a skull-like face. Their limbs long and slender, their arms possess fingers tipped with sharp claws though their bite is considered a lethal blow as their teeth is acidic. Wendigos can emit a banshee-like scream, used to intimidate and stagger their prey.

Level 10, mutated human cryptid, Normal Creature (XP 74)

Body	Mind
8	5

Melee	Guns	Other
6	4	6

HP	18
Initiative	13
Defense	1

Physical DR	Head (1), Arms (2), Torso (4), Legs (2)	
Energy DR	Head (2), Arms (2), Torso (4), Legs (2)	
Radiation DR	IMMUNE	-
Poison DR	4	-

Attacks

- **Claws:** BODY + Melee (TN 14) 6CD Physical damage, Piercing 1
- **Scream:** BODY + Guns (TN 12) 2CD Physical and Energy damage, Piercing 2, Stun, Blast, Range C

Special Abilities

- **Aggressive:** The Wendigo is quick to action when it senses prey. When the Wendigo enters a scene, immediately generate 1 Action Point. If the Wendigo is an ally, then it goes into the group pool. If it is an enemy, it goes into the GM's pool.
- **Violent sweep:** The Wendigo can let loose a violent and hard sweep with its Claw attack, increasing Difficulty to attack by 1 to add the Stun effect to its damage.
- **Immune to radiation:** The Wendigo reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Immune to fear:** The Wendigo cannot be intimidated or threatened in any way and will either ignore or attack anyone who attempts to threaten or intimidate it.
- **Colossi Spawn:** This creature can be spawned as reinforcements to fight for the Wendigo Colossus. If it does, it will not have the Aggressive special ability, but it will be a Mighty creature rather than Normal, with +2 being added to its Body. In addition, it may also use the Rally action as a free action when summoned, using its **Body** and **Mind**.

Bighorner (Dirt290)



Level 4, mammal, normal Creature (XP 24)

Body	Mind
6	4

Melee	Guns	Other
4	0	1

HP	10
Initiative	10
Defense	1

Physical DR	2	Head
Energy DR	1	All
Radiation DR	IMMUNE	-
Poison DR	0	-

Attacks

- **Ram:** BODY + Melee (TN 10) 5CD Physical damage, Stun

Special Abilities

- **Charge:** If the bighorner has moved at least one zone to get into reach of its target, it may re-roll 2CD on its damage roll and anyone hit must make **STR+athletics** test difficulty 1 or fall prone.
- **Immune to radiation:** The Bighorner reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

Inventory

Butchery: Scavengers can butcher a dead bighorner with a successful END + Survival test with a difficulty of 0. This yields 2CD Brahmin meat, each effect also yields one Uncommon component.

Super Mutant Centaur (President Dash)



Not to be confused for Centaurs, Super mutant centaurs is an unholy amalgamation of super mutant and horse created by experimenting with the FEV virus. Unfortunately, the centaur is more horse than man with the mental faculties of an animal. Despite their frightening appearance they are relatively docile unless provoked. Super mutants treat the centaurs more like livestock than kin and smaller super mutants sometimes use them as mounts.

Level 7, mutated human and mammal, normal Creature (XP)

Body	Mind
8	4

Melee	Guns	Other
3	-	2

HP	15
Initiative	12
Defense	1

Physical DR	2	All
Energy DR	0	-
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **Kick: BODY + Melee** (TN 11) 4CD Physical damage, Stun

Special Abilities

- **Mount:** A Humanoid Creature is able to ride a passive centaur with a successful CHA + Survival test with a difficulty of 2. Neutral Super Mutants, allies to the Centaur, or those who already made the Centaur friendly automatically succeed on the roll.
- **Immune to radiation:** The Centaur is immune to radiation.
- **Immune to poison:** The Centaur is immune to poison.
- **Immune to disease:** The Centaur is immune to disease.
- **Keen senses:** One or more of the Centaurs senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other PER tests by 1 (To a minimum of 0).
- **Trample:** As a major action the Centaur can spend 2 AP to make a kick attack against every enemy in its zone that it can reach.

Inventory

Butchery: Scavengers can butcher a dead Centaur with a successful END + Survival test with a difficulty of 1. This yields 2CD portions of equidae meat.

Snallygaster (Dirt290)



Level 13, mutated creature cryptid, normal Creature (XP 95)

Body	Mind
8	7

Melee	Guns	Other
3	3	2

HP	21
Initiative	15
Defense	1

Physical DR	4	All
Energy DR	2	All
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **Lick and scratch: BODY + Melee** (TN 11) 5CD Physical damage, Piercing 1
- **Spit: BODY + Guns** (TN 11) 5CD Poison damage, Spread, Persistent, Range Long

Special Abilities

- **Weak spot:** If an attacker chooses to target the Snallygaster's head, it ignores the creature's DR. This does not apply against hits which hit the head due to random chance.
- **Immune to radiation:** The Snallygaster is immune to radiation.
- **Immune to poison:** The Snallygaster is immune to poison.
- **Immune to disease:** The Snallygaster is immune to disease.
- **Keen senses:** One or more of the Snallygaster senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other PER tests by 1 (To a minimum of 0).

Inventory

Butchery: Scavengers can butcher a dead Snallygaster with a successful END + Survival test with a difficulty of 1. This yields 2CD, +1 per AP spent uncommon materials, with each effect yielding 1 rare material.

Wendigo Colossus (E Red, ComradeCannon)



Level 20, mutated human cryptid, legendary Creature (XP)

Body	Mind
12	10

Melee	Guns	Other
6	4	6

HP	156
Initiative	24
Defense	1

Physical DR	8	All
Energy DR	8	All
Radiation DR	IMMUNE	-
Poison DR	8	-

Attacks

- **Bite:** **BODY + Melee** (TN 18) 8CD Physical damage, Piercing 1
- **Kick:** **BODY + Melee** (TN 18) 10CD Physical damage
- **Bile Spit:** **BODY + Guns** (TN 16) 8CD Poison damage, Spread, Persistent, Blast, Range M
- **Scream:** **BODY + Guns** (TN 16) 2CD Physical and Energy damage, Piercing 2, Stun, Blast, Range M

Special Abilities

- **Big:** The Wendigo Colossus is bigger than most characters, towering over them. The creature receives an additional +1 health point per level, but its Defense decreases by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (After damage resistance) in a single hit, rather than the normal 5+.
- **Immune to radiation:** The Wendigo is immune to radiation.
- **Immune to fear:** The Wendigo is immune to fear.
- **Immune to disease:** The Wendigo is immune to disease.

- **Colossal Monstrosity:** The heads on either shoulder can spit acidic bile at the Colossi's targets. The damage of Bile Spit is reduced by 2CD and Difficulty when using that attack is increased by 1 for each shoulder head injured. This has no effect on the pool of bile created by the Bile Spit.
- **Uncontrollable fear:** When letting out a Screech, the Colossus can spend 1 AP to terrify nearby enemies. When doing so, all enemies within Reach is Stunned while every enemy in Close range have the Difficulty to attack raised by 2 – this effect lasts for one turn.
- **Primal rage:** Due to its highly aggressive nature, the Wendigo is relentless in its attack and will never back down, no matter the damage it has sustained. As such, effects from a Critical Hit on its legs are only temporary; falling prone but then getting back on its feet on its next turn as if nothing happened. In addition, once per combat, when it reaches half its health (Rounded down), it immediately recovers to full health and grows stronger, dealing +1CD additional damage to its attacks but increasing Difficulty to attack by 1.
- **Aggressive:** The Wendigo Colossus is quick to action when it senses prey. When the Wendigo Colossus enters a scene, immediately generate 1 Action Point. If the Wendigo Colossus is an ally, then it goes into the group pool. enemy, it goes into the GM's pool.
- **Resilient:** Through unknown means, the Wendigo Colossus is heavily resistant to damage due to its biological structure. It reduces oncoming damage enemies successfully deal to it by half, rounded up.
- **Primal calling:** The Colossus can spend 2 AP to summon 1+1CD number of Wendigos to fight for it during combat. Wendigos summoned this way don't have the aggressive ability.
- **Bile pool:** When the Colossus use its bile spit ability, the targeted zone is covered in pools of acidic bile. Anyone moving through the zone except for the Colossus and its summoned allies, suffer 10CD Poison damage with the persistent quality unless they pay 1 AP. The pool remains for 3 turns after the colossus has used its spit. If multiple spits hit the same zone the pools damage is increased by +1CD for each additional spit.

Securitron Mk I (Triple M)



The PDQ-88b securitron (also named the RobCo security model 2060-B) is a private security robot created and mass-produced by the H&H Tools factory after Mr. House purchased a majority of their stock, with the help of RobCo Industries. Privately and on a much smaller scale, another model was produced by the Big MT research company, who were primarily attempting to improve the original.

Level 7 Robot, normal creature (60 XP)

Body	Mind
7	5

Melee	Guns	Other
3	4	4

HP	14
Initiative	12
Defense	1

Physical DR	4	All
Energy DR	4	All
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **Unarmed: BODY + Melee** (TN 10) 4CD Physical
- **SMG: BODY + Guns** (TN 11) 3CD Physical, Burst, Reliable, Range C
- **Grenade launcher: BODY + Guns** (TN 11) 5CD Physical damage, Blast, Range M

Special Abilities

- **Let rip:** By spending 1 AP the securitron may add its fire rate of 3 to its SMG attack or by spending 3 AP add its fire rate of 1 to its grenade launcher.
- **Robot:** The Securitron is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (p.34).
- **Self-repair:** A Securitron can spend AP to heal 1CD hit points per AP spent. On an effect also heals an injury. Outside of combat the securitron recovers 5 HP and one injury each turn.
- **Fully armed:** If the Right Arm suffers an Injury, The MK I Cannot use the SMG. If the Torso suffers a Injury, the MK I Cannot use Grenades.
- **Immune to radiation:** The securitron is immune to radiation damage.
- **Immune to poison:** The securitron is immune to poison damage.
- **Immune to disease:** The securitron is immune to disease.

Inventory

Salvage: A character can try to salvage a destroyed Securitron with an INT + Science check difficulty 1. A success yields 10+3CD 9mm Ammo. On an effect also gain 1 40mm grenade and one uncommon material.

Securitron Mk II (Triple M)

The Mk II securitron is an upgraded version of the Mk I model with improved armor and firepower capabilities. They are exceedingly rare as only a handful was ever produced.

Level 15 Robot, normal creature (109 XP)

Body	Mind
9	7

Melee	Guns	Other
4	5	5

HP	24
Initiative	16
Defense	1

Physical DR	6	All
Energy DR	6	All
Radiation DR	IMMUNE	
Poison DR	IMMUNE	

Attacks

- **Unarmed: BODY + Melee** (TN 13) 5CD Physical
- **SMG: BODY + Guns** (TN 14) 3CD Physical, Burst, Reliable, Range C
- **Grenade launcher: BODY + Guns** (TN 14) 5CD Physical damage, Blast, Range M
- **Laser: MIND + Guns** (TN 12) 5CD Energy damage, Piercing 1, Burst, Range M
- **Missile launcher: BODY + Guns** (TN 14) 9CD Physical damage, Blast, Range L

Special Abilities

- **Let rip:** By spending 1 AP the securitron may add its fire rate of 3 to its SMG or 2 AP to add its fire rate of 4 to its Laser attack or by spending 3 AP add its fire rate of 1 to its grenade launcher.
- **Robot:** The Securitron is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (p.34).
- **Self-repair:** A Securitron can spend AP to heal 1CD hit points for each AP spent. On an effect also heals an injury. Outside of combat the securitron recovers 5 HP and one injury each turn.
- **Fully armed:** If the Right Arm suffers an Injury, The MK II cannot use the SMG. If the Left Arm suffers an Injury, the MK II loses its Laser. If the Torso suffers a Injury, the MK II Cannot use Grenades or Missiles.
- **Immune to radiation:** The securitron is immune to radiation damage.
- **Immune to poison:** The securitron is immune to poison damage.
- **Immune to disease:** The securitron is immune to disease.

Inventory

Salvage: A character can try to salvage a destroyed Securitron with an **INT + Science** check difficulty

1. A success yields 10+5CD 9mm Ammo. And 1 Fusion cell. On an effect also gain 1 40mm grenade and one uncommon material. Every two effects also yield one missile and one Rare part.

Nightstalker (Dirt290)



Level 8, mutated mammal/reptile, Normal creature (40 XP)

Body	Mind
6	6

Melee	Guns	Other
3	-	2

HP	14
Initiative	12
Defense	1

Physical DR	1	All
Energy DR	2	All
Radiation DR	Immune	-
Poison DR	Immune	-

Attacks

- **Bite:** BODY + Melee (TN 9) 5CD physical damage, Piercing 1, Persistent (Poison)

Special Abilities

- **Stealth:** A night stalker has a TN of 15 for Sneak tests, and rolls +1d20 on sneak attacks.
- **Night vision:** The Night stalker can see perfectly in the dark.
- **Keen senses:** One or more of the Nightstalkers senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other PER tests by 1 (To a minimum of 0).

Inventory

Butchery: Scavengers can butcher a dead Nightstalker with a successful **END + Survival** test with a difficulty of 0. This yields 1 portion of Mongrel meat and 2 uncommon materials.

Jackalope (Dirt290)



Level 5 mutated mammal cryptid, normal creature (XP 38)

Body	Mind
4	7

Melee	Guns	Other
2	0	3

HP	7
Initiative	11
Defense	2

Physical DR	0	-
Energy DR	0	-
Radiation DR	IMMUNE	-
Poison DR	0	-

Attacks

- **Antlers:** BODY + Melee (TN 6) 4CD Physical damage, Piercing 1

Special Abilities

- **Little:** The jackalope is smaller than most characters. The creature's normal HP decreases to Body + ½ level (rounded up), but its Defense increases by 1.
- **Leap:** The Jackalope may leap up to 2 vertical zones and reduce all skill tests related to jumping by 1 (to a minimum of 0).
- **Keen senses:** One or more of the Jackalope's senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other PER tests by 1 (to a minimum of 0).
- **Skittish:** When the jackalope detects a hostile creature adrenaline temporarily rushes through its body, allowing the creature to move two zones with a move action, and three with a sprint action.

Inventory

Butchery: Scavengers may butcher a dead Jackalope With a successful END+survival test with a difficulty of 0. This yields 1CD Varmint meat. On an effect you also gain a common part.

Grafton monster (Dirt290)



Level 15, Mutated abomination cryptid, Mighty creature (XP 218)

Body	Mind
10	8

Melee	Guns	Other
5	4	2

HP	80
Initiative	18
Defense	1

Physical DR	4	All
Energy DR	4	All
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **Crush:** **BODY + Melee** (TN 15) 6CD Physical damage, Stun
- **Oil bomb:** **BODY + Guns** (TN 14) 6CD Poison damage, Spread, Range L
- **Heavy object:** **BODY + Guns** (TN 14) 4CD Physical damage, Stun, Throwing, Range M

Special Abilities

- **Big:** The Grafton monster is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defense decreases by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.
- **Weak spot:** An attacker can try to target the Grafton monster's back blowholes (head) with a difficulty of 2, a hit ignores the creature's DR. This does not apply against hits which hit the blowhole due to random chance.
- **Massive strength:** The Grafton monster is capable of lifting and throwing objects as large as a standard car.

Inventory

Butchery: Scavengers can butcher a dead Grafton monster with a successful END + Survival test with

a difficulty of 1. This yields 2CD, +1 per AP spent uncommon materials, with each effect yielding 1 rare material.

Sand shark (Dirt290)



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Sand sharks are Shovelhead sharks who've taken on a mutated form, mostly congregating near beaches, and frequently heading inland for food. They tend to live on shores and bays, living close to their brothers and sisters, with the strongest designated as the hunting group, however, there are rare occurrences of Sand Sharks traveling seaward, growing far larger in size. They have been able to retain a mostly pre-war form, except for lesions littering their body and a very rough leathery texture. They are naturally uninterested in humankind; however, they will not hesitate to attack any who disturb their hunting grounds or their young. There have been known occurrences of people taming these creatures, using them to rid of pests and mirelurks.

Level 6 mutated fish, normal creature (45 XP)

Body	Mind
6	5

Melee	Guns	Other
3	0	1

HP	12
Initiative	11
Defense	1

Physical DR	2	All
Energy DR	3	All
Radiation DR	IMMUNE	
Poison DR	0	

Attacks

- **Bite:** BODY + Melee (TN 9), 5CD Physical damage, Vicious

Special Abilities

- **Burrow:** As a major action, the sand shark may burrow underground to get away from its enemies

and prepare for its next attack. On its next turn it can use its minor action to appear above ground anywhere within medium range of the place it burrowed. For the cost of 1 AP it may also add +1CD to its bite attack after emerging.

- **Aquatic:** The Sand Shark can swim and submerge itself in water indefinitely without needing to come up for air. They suffer no difficulty increase for attacks or movements made while underwater.
- **Keen senses:** One or more of the Sand Sharks senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other PER tests by 1 (to a minimum of 0). This includes detecting the presence of creatures above ground while burrowed.
- **Water dependent:** The Sand Shark isn't meant to be above water, lasting only 24 hours before needing to be moisturized, either by dunking in water, thorough spraying, or weather. Time is halved in hotter areas. For each minute it spends out of water after that, it suffers 2CD damage not reduced by any effect or resistance.

Inventory

Butchery: Scavengers may butcher a dead Sand Shark With a successful **END+survival** test with a difficulty of 0. This yields 2CD softshell mirelurk meat.

Radpidgeon (GrayEmerald515)



Pre-war NYC was full of pigeons, who would nest on various skyscrapers and within central park, during those times they were seen as harmless creatures that you would throw breadcrumbs to when seated on a park bench, in the wasteland pigeons are very different creatures. Radiation caused them to triple in size, and also heightened their aggression, making them one of the most feared creatures in the Empire Wasteland, they still roost on buildings and in trees as they did pre-war, but now they swoop down like eagles to catch and kill anything they can overpower, including humans.

Level 5 normal creature (38 XP)

Body	Mind
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6	5
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Melee	Guns	Other
3	-	2

HP	9
Initiative	11
Defense	2

Physical DR	0	-
Energy DR	0	-
Radiation DR	IMMUNE	-
Poison DR	0	-

Attacks

- **Beak and Talons: BODY + Melee** (TN 9) 3CD Physical damage, Piercing 1

Special Abilities

- **Immune to radiation:** The radpigeon reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Little:** The radpigeon is smaller than most characters. The creature's normal HP is reduced to Body + ½ level (rounded up), but its Defense is increased by 1. Further, it is slain by any hit which inflicts an Injury.
- **Flying:** The radpigeon can move freely through the air. It can ignore most ground-level obstacles and difficult terrain effects, and they can move through "empty" zones above the battlefield if desired. It must spend at least one minor action each turn moving, and if it is knocked prone it falls to the ground, suffering 3 CD Stun physical damage, +2 CD for each zone above ground level it was before it fell.
- **Dive-bomb:** If a radpigeon moves into Reach and makes a melee attack in the same turn, it may re-roll 1d20 on the attack. After the attack, it may spend 1 AP to move one zone.

Inventory

Butchery: Scavengers can butcher a dead radpigeon with a successful **END + Survival** test with a difficulty of 0. This yields 1 CD portions of radbird meat, if an effect is rolled, a radbird egg can be found.

Super mutant abomination



Sometimes the procedure to create Super Mutants goes horribly wrong and create ungodly abominations of twisted mutated flesh. Most of the times these creatures die or are put down, but a rare few survive to roam the wasteland.

Level 10 normal mutated human (XP)

Body	Mind
9	4

Melee	Guns	Other
4	-	2

HP	19
Initiative	13
Defense	1

Physical DR	3	All
Energy DR	1	All
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **Mutated limb:** BODY + Melee (TN 13) 5CD Physical damage

Special Abilities

- **Immune to radiation:** The abomination reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Immune to pain:** The abomination doesn't feel pain and are immune to the Stun effect and the effects of being injured.
- **Immune to poison:** The abomination reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **Adaptable physiology:** The abominations physiology quickly adapts to new threats. The abomination is immune to the persistent and debilitating effect and each time he suffers damage his resistance against that type of damage (Physical or Energy) increase by 1. This increase lasts until the end of the combat. Additionally, the abomination heals 1 HP each turn.

•**Abominable mutations:** Each abomination is different. At the start of the scene roll 2CD times on the table below to see what kind of mutations the abomination has. If the result is 0 the abomination doesn't have any additional mutations.

Abomination mutations

Roll 1d20	
1-2	Atrophied leg: One of the abominations legs has atrophied and is almost useless. It treats all terrain as difficult terrain.
3-4	Bulging arm: One of the abominations arms is twice the size. Attacks using that arm deal +2CD damage.
5-6	Thick skinned: The abominations skin is extremely thick and leathery giving it +1 DR and ER, if this trait is rolled multiple times the bonuses stack.
7-8	Claws: The abominations attacks gain the vicious quality
9-10	Crushing bite: The abominations attacks gain the piercing quality
11-12	Poisonous blood: If suffering damage every creature in reach suffers 2CD spread poison damage
13-14	Flailing appendages: The abomination may pay 1 AP to make a secondary attack. This attack deals 4CD physical damage
15-16	Multiple legs: The abomination treats difficult terrain as normal terrain and may move one additional zone when taking the move or sprint action.
17-18	Mutated glands: The abomination has developed special organs that gives it supernatural reflexes. The abominations defence is increased by 1 and its fast healing is increased by 1CD.
19-20	Monstrous size: The abomination gets the Big trait granting it +1 HP per level, It also gains the Massive strength trait allowing it to throw object the size of cars and it's unarmed and melee attacks deal +2CD damage.

Mutant hound, Cerberus



The Cerberus is a mutant hound that has developed two heads. They're stronger and more vicious than normal mutant hounds.

Level 8 normal mutated mammal (XP)

Body	Mind
7	5

Melee	Guns	Other
4	-	2

HP	15
Initiative	12
Defense	1

Physical DR	2	All
Energy DR	2	All
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **Mutated limb:** BODY + Melee (TN 11) 4CD Physical damage

Special Abilities

- **Immune to radiation:** The Cerberus reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Two-headed bite:** The Cerberus can pay 1 AP to make an attack with it's second head without any increase to difficulty. It can choose to spend 1 additional AP to add the Vicious damage effect to both bites.
- **Immune to poison:** The mutant hound reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **Keen senses:** One or more of the mutant hound's senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other PER tests by 2 (to a minimum of 0).

•**Warning howl:** During the first round of combat, one of the Cerberus' heads may howl as a minor action. Each super mutant or Mutant Hound within Long range may make a second minor action on their next turn. No NPC may benefit from this ability more than once per combat.

Inventory

BUTCHERY: Scavengers can butcher a dead Mutant Hound with a successful END + Survival test with a difficulty of 1. This yields 2 CD portions of Mutant Hound meat, +1 per AP spent. If an Effect is rolled, it also yields 1 common material.

Centaur Colossus



The result of dumping several living creatures into a huge vat of FEV and other bio reactive substances has resulted in the abomination called a Centaur colossus. A monstrosity the size of a small truck consisting of dozens of writhing, mutated creatures melded together in a horrific amalgamation of flesh and body parts.

Level 15, Mutated mammal, Mighty Creature (XP)

Body	Mind
10	7

Melee	Guns	Other
5	3	4

HP	80
Initiative	17
Defense	1

Physical DR	4	all
Energy DR	4	all
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	all

Attacks

- **BITE: BODY + Melee** (TN 15), [8 CD] Physical damage, Vicious
- **SPIT: BODY + GUNS** (TN 13) [6 CD] Poison damage, Radioactive, Persistent (Poison), Spread, Blast, Medium range

Special Abilities

- **Immune to Radiation:** The evolved centaur reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Immune to Fear:** The evolved centaur cannot be intimidated or threatened in any way and will either ignore or attack anyone who attempts to threaten or intimidate it.
- **Fast healing [3]:** The centaur colossus recovers from injury fast. At the end of each of its turns, the evolved centaur heals 2 HP. If it has any Injuries, it may spend 2 AP in order to remove a single Injury as a minor action. This ability stops if the evolved centaur is dead.
- **A thousand limbs:** Once per round by spending 2 AP the centaur colossus can attack all creatures within reach as part of its bite attack major action.
- **Grab:** Anyone within reach of the centaur must succeed at a difficulty 4 **Athletics+STR** check at the start of their turn to be able to move. If this check fails, their defense is reduced by 1 for 1 turn and all checks to move or attack have their difficulty increased by 1.
- **Trample:** When the Centaur moves anyone in a zone it moves through takes 4CD physical damage.
- **Big:** The centaur colossus is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defense decreases by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.

Inventory

Butchery: Scavengers can butcher a centaur colossus with a successful **END + Survival** test with a difficulty of 1. This yields 2[CD] portions of rare material.

Bloodsucker (Dirt290)



Native to post-war Ukraine but rarely found across the world, Bloodsuckers are insanely quick hunters, who use camouflage to sneak up on their prey before attacking with sharp claws and

tentacles surrounding their mouths to feed on blood. When not hunting, they tend to reside in layers made from small caves or ruined buildings.

Level 11, mutated human, normal creature (74 XP)

Body	Mind
7	7

Melee	Guns	Other
3	-	3

HP	17
Initiative	14
Defense	1

Physical DR	4 (legs, arms, torso), 0 (head)	
Energy DR	3	All
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **Claws and bite:** BODY + Melee (TN 10) 7CD Physical damage, Vicious

Special Abilities

- **Immune to Radiation:** The Bloodsucker is immune to radiation damage and the effects of radiation.
- **Bloodsucker:** Every effect rolled when a Bloodsucker damages its prey with its bite it heals 1 HP. A Bloodsucker can heal a maximum of 5 HP each turn in this way.
- **Aggressive:** The Bloodsucker is quick to action when it senses prey. When a bloodsucker enters a scene, immediately generate 1 Action Point. If the Bloodsucker is an ally, then it goes into the group pool. If it is an enemy, it goes into the GM's pool.
- **Stealthy:** The bloodsucker has a TN of 13 for sneak tests, rolls +1d20 on sneak attacks, and increases the difficulty to detect it by 1 when in sneaking. However, it loses all Physical and energy DR while in stealth.
- **Keen senses:** Keen senses: One or more of the Bloodsucker's senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other PER tests by 1 (To a minimum of 0).

Inventory

Butchery: Scavengers may butcher a dead Bloodsucker With a successful END+survival test with a difficulty of 0. This yields 1 rare material.

Hydroclaw (Dirt290)



The Hydroclaw is a creature that's spliced and mutated for sea combat by the enclave as a means to protect their oil rig, taking Lobster and Electric eel genes as a basis. As it is, it is equipped with a long, slimy body mostly guarded by a chitinous shell, Multiple small, electrified water jets on its rear end, two enlarged pincers near its head, lungs/gills and retractable legs for temporary land travel, no eyes, instead having intensely powerful antennae and feelers, topped off with multiple rows of teeth and a retractable inner mouth. In an attempt to avoid the same issues as the deathclaw the Hydroclaw follows orders of whomever it considers the strongest and would have been conditioned to believe its handler to be that, however due to the destruction of the enclave's oil rig that conditioning never went through, with the Hydroclaws instead Bonding with the mirelurk queens, quickly joining their hierarchy as the queens' guardians and top hunters.

Level 16, Mutated crustacean, normal creature (81 XP)

Body	Mind
9	7

Melee	Guns	Other
5	4	4

HP	41
Initiative	15
Defense	1

Physical DR	7	All
Energy DR	4	All
Radiation DR	IMMUNE	-
Poison DR	4	-

Attacks

- **PINCERS: BODY + Melee** (TN 13) 8CD Physical damage, Piercing 1
- **GNASH: BODY + Melee** (TN 13) 8CD Physical damage, Vicious
- **WATER JET: BODY + GUNS** (TN 12) 7CD Physical damage, Persistent (energy), Stun

Special Abilities

- **Big:** The Hydroclaw is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defense decreases by 1, to a minimum of 1. Further, it

only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.

- **Aquatic:** The Hydroclaw can swim and submerge itself in water indefinitely without needing to come up for air. They suffer no difficulty or complication increase for attacks or movements made while underwater.
- **Moving weak spot:** Depending on what has been used last the Hydroclaws weak spot will move, Blowhole (stinger) If the water jet was used last, and Torso if Pincers were used last. Gnash will not change its weak spot.
- **Small weak point:** While the Hydroclaw's body is covered in a toughened shell, its blowhole (stinger) is its weak spot. This area is small and difficult to accurately hit. The blowhole (stinger) is treated as having a defense of 2.
- **Keen senses:** One or more of the Hydroclaw's senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other PER tests by 1 (to a minimum of 0).
- **Discharge:** While underwater, the hydroclaw can use a major action to release an electric discharge, dealing 5CD energy stun damage to everyone within close range. It can do this on land too, but only doing 3CD energy damage to everything in reach.
- **Water dependent:** The hydroclaw isn't meant to be above water, lasting only 24 hours before needing to be moisturized, either by dunking in water, thorough spraying, or weather. Time is halved in hotter areas. For each minute it spends out of water after that, it suffers 2CD damage not reduced by any effect or resistance.
- **Immune to fear:** The Hydroclaw cannot be intimidated or threatened in any way and will either ignore or attack anyone who attempts to threaten or intimidate it.
- **Aggressive:** The Hydroclaw is quick to action when it senses prey. When the Hydroclaw enters a scene, immediately generate 1 Action Point. If the Hydroclaw is an ally, then this goes into the group pool. If it is an enemy, it goes into the GM's pool.

Inventory

Butchery: Scavengers can butcher a dead hydroclaw with a successful END + Survival test with a difficulty of 1. This yields 2 CD portions of mirelurk queen meat, +1 per AP spent, with each effect granting 1 uncommon material.

White spike



A snow-white creature that's found in the cold or freezing regions of the planet, although only in small packs. They are, whether by alien nature or bioengineering, extremely aggressive and deadly, it's jaws able to saw a man in half with ease. When they cannot crush a foe with their teeth or rend them with their claws, they will use their back tentacles to launch calcified, sharp bones to render their prey lifeless. They function in a matriarchy, with the female being the leader of the pack, denoted by her larger size and red markings. Oddly enough, despite their extra-terrestrial origin they share genetics with Wanamingos.

Level 12, Alien, Normal creature (109 XP)

Body	Mind
8	7

Melee	Guns	Other
5	3	3

HP	18
Initiative	15
Defense	1

Physical DR	6 (all)	
Energy DR	6 (all)	
Radiation DR	IMMUNE	-
Poison DR	2	-

Attacks

- **Bite:** BODY + Melee (TN 13), 8 CD Physical damage, Vicious
- **Claws:** BODY + Melee (TN 13), 7 CD Physical damage, Piercing 1
- **Projectile:** BODY + Guns (TN 11), 7 CD Physical damage

Special Abilities

- **Night Vision:** A White Spike can see in complete darkness. It ignores all difficulty increases caused by dim light or darkness, and they may attempt skill tests that would normally be impossible.
- **Alien:** A White Spike cannot be reasoned with or influenced by Speech tests.
- **Glide:** With proper momentum, while in an "Empty" zone, A White Spike can glide to an adjacent zone below them and will not take fall damage.

- **Climbing:** A White Spike is able to climb up most surfaces.
- **Weak Spot:** If an attacker chooses to target A White Spikes' head, it ignores the creature's DR. This does not apply against hits which hit the head due to random chance.
- **Snapping Bite:** A White Spike may choose to make a deadlier bite attack by increasing the difficulty of the attack by +1. If it succeeds, the attack's damage increases by +2 CD.

Inventory

Butchery: Scavengers can butcher a dead White spike with a successful END + Survival test with a difficulty of 1. This yields 2 CD uncommon materials, each effect also grants a rare material.

White spike Queen

Level 15, Alien, Normal creature (218 XP)

Body	Mind
9	9

Melee	Guns	Other
5	3	3

HP	48
Initiative	18
Defense	1

Physical DR	8 (all)	
Energy DR	8 (all)	
Radiation DR	IMMUNE	-
Poison DR	5	-

Attacks

- **Bite:** BODY + Melee (TN 14), 11 CD Physical damage, Vicious
- **Claws:** BODY + Melee (TN 14), 9 CD Physical damage, Piercing 1
- **Projectile:** BODY + Guns (TN 12), 9 CD Physical damage

Special Abilities

- **Night Vision:** A White Spike can see in complete darkness. It ignores all difficulty increases caused by dim light or darkness, and they may attempt skill tests that would normally be impossible.
- **Alien:** A White Spike cannot be reasoned with or influenced by Speech tests.
- **Glide:** With proper momentum, while in an "Empty" zone, A White Spike can glide to an adjacent zone below them and will not take fall damage.
- **Climbing:** A White Spike is able to climb up most surfaces.
- **Weak Spot:** If an attacker chooses to target A White Spikes' head, it ignores the creature's DR. This does not apply against hits which hit the head due to random chance.
- **Snapping Bite:** A White Spike may choose to make a deadlier bite attack by increasing the difficulty of the attack by +1. If it succeeds, the attack's damage increases by +2 CD.

Inventory

Butchery: Scavengers can butcher a dead White spike with a successful END + Survival test with a difficulty of 1. This yields 2 CD uncommon materials, each effect also grants a rare material.

Wanamingo



Wanamingos are strange mutant animals that live mostly underground. Despite the rumors of their extraterrestrial origin, they were actually created with FEV as weapons for waging war on other countries and escaped into the wastes.

Level 7, Mutant alien, Normal creature

Body	Mind
8	4

Melee	Guns	Other
3	-	2

HP	23
Initiative	12
Defense	1

Physical DR	7 (head, body, arms), 5 (legs)	
Energy DR	2 (head, body, arms), 0 (legs)	
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **Bite:** BODY + Melee (TN 11), 5CD Physical damage, Vicious, Radioactive

Special Abilities

- **Immune to radiation:** A Wanamingo is immune to damage and effects from radiation.
- **Night vision:** A Wanamingo can see in complete darkness. It ignores all difficulty increases caused by dim light or darkness, and they may attempt skill tests that would normally be impossible.
- **Alien:** A Wanamingo cannot be reasoned with or influenced by Speech tests.

- **Small weak Spot:** An attacker can choose to target a Wanamingos “Eyes” by increasing the difficulty by 2. If an attacker chooses to target A Wanamingo’s head, it reduces the creatures DR to 2 and ER to 0. This does not apply against hits which hit the head due to random chance.
- **Keen senses:** One or more of the Wanamingo’s senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other PER tests by 1 (to a minimum of 0).
- **Big:** The Wanamingo is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defense decreases by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.

Inventory

Butchery: Scavengers can butcher a dead Wanamingo with a difficulty 1 **END+Survival** check, a success yields 2CD common materials, each effect also yields 1 uncommon material.

Wanamingo Queen

The wanamingo queen is the matriarch of the wanamingos. She can lay eggs for the reproduction of the wanamingos and can be found deep underground in her breeding room.

Level 12, Mutant alien, Mighty creature

Body	Mind
10	6

Melee	Guns	Other
4	-	3

HP	68
Initiative	16
Defense	1

Physical DR	9 (head, body, arms), 6 (legs)	
Energy DR	3 (head, body, arms), 2 (legs)	
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **Bite:** **BODY + Melee** (TN 14), 7CD Physical damage, Vicious, Radioactive

Special Abilities

- **Immune to radiation:** A Wanamingo is immune to damage and effects from radiation.
- **Night vision:** A Wanamingo can see in complete darkness. It ignores all difficulty increases caused by dim light or darkness, and they may attempt skill tests that would normally be impossible.
- **Alien:** A Wanamingo cannot be reasoned with or influenced by Speech tests.

- **Small weak Spot:** An attacker can choose to target a Wanamingos “Eyes” by increasing the difficulty by 2. If an attacker chooses to target A Wanamingo’s head, it reduces the creatures DR to 3 and ER to 0. This does not apply against hits which hit the head due to random chance.
- **Keen senses:** One or more of the Wanamingo’s senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other PER tests by 1 (to a minimum of 0).
- **Big:** The Wanamingo Queen is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defense decreases by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.

Inventory

Butchery: Scavengers can butcher a dead Wanamingo queen with a difficulty 1 **END+Survival** check, a success yields 4CD common materials, each effect also yields 1 uncommon material.

Hermit crab



The hermit crab still resembles its unmutated pre-War ancestor closely both in appearance and habits, with the only major difference being its immense size. Towering head and shoulders over any human, hermit crabs are far too large to protect their vulnerable abdomen by squeezing it into an empty gastropod shell. Instead, they use wrecked vehicles to facilitate their ambush hunting style.

Level 15, Mutated crustacean, Mighty Creature

Body	Mind
12	6

Melee	Guns	Other
3	-	1

HP	84
Initiative	18
Defense	1

Physical DR	4 (head), 8 (Claws), 6 (Legs), 12 (Body)
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Energy DR	2 (head), 6 (Claws), 4 (Legs), 12 (Body)	
Radiation DR	IMMUNE	-
Poison DR	-	-

Attacks

- **Claws: BODY + Melee** (TN 15), 10 [CD] Physical damage, Breaking 1.

Special Abilities

- **Immune to Radiation:** The hermit crab reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Small weak point:** While the hermit crabs body and claws are covered in an exoskeleton and the hermit crabs carapace, its face is its weak point. This area is small and difficult to accurately hit. The face is treated as having a defence of 2.
- **Big:** The Hermit crab is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defense decreases by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.
- **Retreat:** The Hermit crab can retreat into its shell as minor action. While inside its shell it can't make attacks, but its carapace protects its entire body, and it loses its weak point trait. It can re-emerge from its shell as a minor action. While it's retreated in this way it can't move and it's defence is reduced to 0.
- **Carapace:** The Hermit crabs body is covered in a carapace made from the wreck of a large vehicle like a truck or a boat. Any damage against the hermit crabs body reduced by 50% (rounded up) and the hermit crabs body is immune to being injured unless the DR is reduced to 6 or less due to weapon effects like piercing or breaking.
- **Lumbering:** The Hermit crab is very slow and can't use the sprint action. Furthermore, it's too large to enter most buildings, although it can smash through the walls.
- **Spawn hatchlings:** By spending a major action and 2 AP the hermit crab can release a cluster of 2+4CD hermit crab hatchlings (identical to mirelurk hatchlings) from it's carapace.

Inventory

Butchery: Scavengers can butcher a dead hermit crab with a successful **END + Survival** test with a difficulty of 0. This yields 5 [CD] portions of mirelurk meat and Junk and on an effect, they also receive 1 softshell mirelurk meat.

Radhog



Known for its delicious meat, the radhog resembles a huge-mutated boar. The radhog is the result of FEV experiments on domesticated pigs and share similarities with mutant hounds. While they have a fearsome appearance, they are usually quite docile unless provoked. They are often hunted for their meat, hides and fearsome tusks. They can be trained to find food using their excellent sense of smell and the larger variants can even be used as mounts or beasts of burden. If provoked they are a fearsome foe, ignoring even the most grievous wounds fighting to the bitter end.

Level 8, Mutated mammal, Normal Creature

Body	Mind
8	4

Melee	Guns	Other
3	-	2

HP	24
Initiative	12
Defense	1

Physical DR	3 (Torso) 2 (Legs), 5 (Head)	
Energy DR	4 (Torso) 3 (Head, Legs)	
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

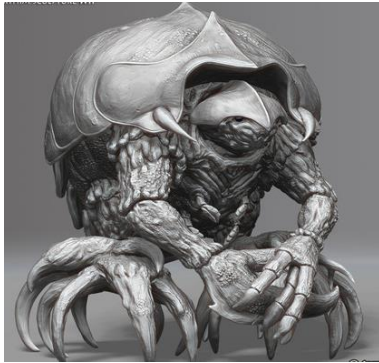
- **Tusks:** STR+Melee (TN 11) 5CD physical damage

Special Abilities

- **Immune to Radiation:** The hermit crab reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Gore:** The Radhog may pay 1 AP and increase the difficulty of its tusk attack by 1 to increase the damage of the attack by +2CD.
- **Keen senses:** One or more of the Radhog's senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other PER tests by 1 (to a minimum of 0).
- **Tenacious:** The radhog increase the amount of damage needed to cause an injury to 7+ and it may pay 1 AP to remove the effects of stun or any injury. Additionally, the Radhog increase its HP by 1 per level.

Butchery: The Radhog is known for its delicious meat. It can be butchered with a **Survival+END** check difficulty 0. A successful check yields 1+2CD portions of Boar meat, on an effect it also yields 1CD Common material and 1 Boar tusk.

Abraxolurk



The Abraxolurk is a mutated mirelurk that has adapted to the toxic environment of Abraxodale, the old H.Q of the Abraxo corporation. The facility is now flooded and filled with pools of toxic and corrosive water that are deadly to anyone but the abraxolurks that dwell there.

Level 11, Mutated crustacean, Normal Creature

Body	Mind
10	4

Melee	Guns	Other
4	3	3

HP	21
Initiative	14
Defense	1 (2 if aiming at the head)

Physical DR	5	Torso, legs, arms (2 face)
Energy DR	5	all
Radiation DR	IMMUNE	-
Poison DR	IMMUNE	-

Attacks

- **Pincers:** **BODY + Melee** (TN 14), 5CD Physical damage, Persistent (Poison).
- **Acid spit:** **BODY + Guns** (TN 13), 3CD Poison damage, Persistent, Breaking, Spread, Debilitating, Range C

Special Abilities

- **Immune to Radiation:** The softshell mirelurk reduces all radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **Small weak point:** While the softshell mirelurk's body is covered in a leathery shell, its face is its weak point. This area is small and difficult to accurately hit. The face is treated as having a defense of 2.

- **Aquatic:** The Abraxolurk is able to swim and submerge itself in water indefinitely without needing to come up for air. They suffer no difficulty increase for attacks or movements made while underwater.

Inventory

Butchery: Scavengers can butcher a dead Abraxolurk with a successful **END + Survival** test with a difficulty of 0. This yields 2 [CD] portions of mirelurk meat and on an effect, they also receive 1 Rare material.

Sea Creature (E Red)



Sea Creatures are a type of mutated species of either whale or dolphin that reside in the oceans near the coast of the Commonwealth, and likely do so in other coastal areas. The exact name of these creatures is unknown as “Sea Creature” is just a general term given to these creatures as their attitude towards wastelanders is also unknown, as interaction with these animals, if any, has never been recorded.

There is currently no known information regarding the ecosystem of the ocean in the post-War world, but it is evidenced from the scars and wounds of deceased individuals that wash up on the coast of the Commonwealth it can be theorized that these aquatic animals are not high on the food chain, though whether these injuries are from predation or competition within their own species is debated.

The behavior of these mutated cetaceans is unknown as not many post-War scientists and scholars have the means to conduct on site research on the sea and even fewer have the technology to conduct studies underwater, nor have any living specimens been encountered by wastelanders. But from what can be seen from the radstags, brahmin, and yao guai, it could be argued that the Sea Creatures behave similarly to their pre-War cousins.

Level 10, Mutated Cetacean, Normal Creature (74 XP)

Body Chart	
Head	1-2
Left Fin	3-5
Right Fin	6-8
Torso	9-18
Tail	19-20

Body	Mind
8	5

Melee	Guns	Other
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4	--	4
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HP	Initiative	Defense
18	10	2 (All)

PHY. DR	ENERGY DR	RAD. DR	POISON DR
5 (All)	5 (All)	Immune	5 (All)

Attacks
Bite: BODY+Melee (TN 12) 8CD Physical damage

Special Abilities	
Immune to Radiation: The Sea Creature reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.	Aquatic: The Sea Creature can swim and submerge itself in water indefinitely without needing to come up for air. They suffer no difficulty increase for attacks or movements while underwater.
Swimmer: This creature calls the water its home, and resides in the ocean, lake, or some other body of water of appropriate size. It can never go on land. Due to being its use for movement, the Sea Creature is unable to move if its Tail suffers an injury (Suffering the same effects if a creature on land suffered injuries on its legs).	Hunting Dash: By spending 1 AP, this creature can dash towards its target when initiating a melee attack, closing the distance while reducing its melee damage by 2CD but adding the Stun effect to its attack. This can only be done to targets within the same zone.

Inventory
Butchery: Scavengers can butcher a dead Sea Creature with a successful END+Survival test with a Difficulty 0. This yields 2 portions of Sea Creature Meat, 3 common materials, and 2 uncommon materials.

Ghoul Whale (E Red)

Despite its name, the exact species of the legendary yet terrifying “Ghoul Whale” remains a mystery, similarly to the smaller Sea Creatures that end up washing up on the coast of the Commonwealth. Some argue that it doesn’t even exist at all.

Claims of its existence have spread among the Commonwealth as rumors shared by passing traders, caravans, and scavengers moving throughout the region as a mysterious and monstrous creature living in the ocean off Boston Harbor. One tale claims that one’s grandfather was gathering mirelurk eggs along the coast, having caught a sight of it emerging from the water and creating a clamoring sound as it did so.

Described as a ghoulished species of the pre-War Blue Whale, it was ravaged by radiation and having grown to massive proportions through mutation. As another animal victim of the Great War, it skulks around in the water, surviving in the post-War world likely in pain due to its mutations. Its behavior towards wastelanders is unclear,

though counting the many dead Sea Creatures that wash up on the coast of the Commonwealth... it is safe to say that it does not like any that cross its path.

But there is no way such a creature even exists, right?

Level 20, Mutated Cetacean, Legendary Creature (432 XP)

Body Chart	
Head	1-3
Left Fin	4-7
Right Fin	8-11
Torso	12-17
Tail	18-20

Body	Mind
12	10

Melee	Guns	Other
6	6	6

HP	Initiative	Defense
216	20	1 (All)

PHY. DR	ENERGY DR	RAD. DR	POISON DR
10 (All)	10 (All)	Immune	Immune

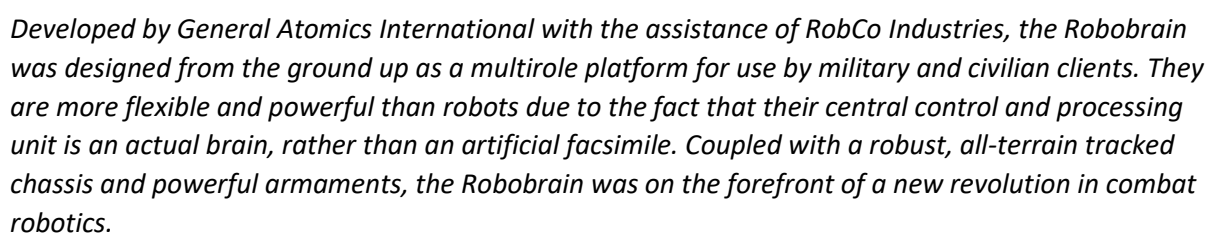
Attacks
Bite: BODY+Melee (TN 16) 10CD Piercing Physical damage
Headbutt: BODY+Melee (TN 16) 10CD Physical damage
Sonar Wave: MIND+Guns (TN 16) 10CD Energy damage, Burst, Stun, Range L
Tail Slap: BODY+Melee (TN 16) 8CD Physical damage, Burst, Spread

Special Abilities	
Immune to Radiation: The Ghoul Whale reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.	Aquatic: The Ghoul Whale can swim and submerge itself in water indefinitely without needing to come up for air. They suffer no difficulty increase for attacks or movements while underwater.
Swimmer: This creature calls the water its home, and resides in the ocean, lake, or some other body of water of appropriate size. It can never go on land. Due to being its use for movement, the Ghoul Whale is unable to move	Leviathan: The Ghoul Whale is among the biggest creatures that could be encountered in the Wasteland, being the size of a leviathan. This creature receives +2 HP per level, but its Defense decreases by 2, to a minimum of 1. Further, it

if its Tail suffers an injury (Suffering the same effects if a creature on land suffered injuries on its legs).	only suffers a Critical Hit if an attack inflicts +9 damage (After damage resistance) in a single hit, rather than the normal 5+.
Resilient: Through unknown means, the Ghoul Whale is heavily resistant to damage due to its biological structure. It reduces oncoming damage enemies successfully deal to it by half, rounded down.	Immune to Fear: The Ghoul Whale cannot be intimidated or threatened in any way and will either ignore or attack anyone who attempts to threaten or intimidate it.
Immune to Poison: The Ghoul Whale reduces all Poison damage suffered to 0 and cannot suffer from any damage or effects from poison.	Immune to Disease: The Ghoul Whale is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
Aggressive: The Ghoul Whale is quick to action when it senses prey. When the Ghoul Whale enters a scene, immediately generate 1 Action Point. If the Ghoul Whale is an ally, then it goes into the group pool. If it is an enemy, it goes into the GM's pool.	Echolocation: Due to its natural sonar-like capabilities as a mutated species of whale, the Ghoul Whale does not suffer any Difficulty increase when using its Sonar Wave attack on any targets in Range C or Range M, but does so for Range E. In addition, all enemies within Range L cannot hide from the Ghoul Whale if they are currently in the same body of water as the Ghoul Whale.
Rad Beast of the Deep: Being a ghoulished, aquatic creature, the Ghoul Whale benefits from the irradiated water it resides in, healing 4CD per turn during combat. If still alive after combat and returns later, it will appear fully healed as if it received no damage prior.	Colossal Carnivore: Being a carnivorous creature of massive size, if the Ghoul Whale has used its Bite attack on a target and kills it, it may spend 1 AP to simultaneously eat it, swallowing the now dead target (Including equipment), healing it for half of the target's max HP, rounded down.
Primal Rage: Due to its highly aggressive nature, the Ghoul Whale is relentless in its attack and will never back down, no matter the damage it has sustained. As such, effects from a Critical Hit on its legs are only temporary; falling prone but then getting back on its feet on its next turn as if nothing happened. In addition, when it reaches half its health (Rounded down), it immediately recovers to full health and grows stronger, dealing +1CD additional damage to its attacks but increasing Difficulty to attack by 1 - this effect triggers only once.	

Inventory
Butchery: Scavengers can butcher a dead Sea Creature with a successful END+Survival test with a Difficulty 2. This yields 6 portions of Ghoul Whale Meat, 6 common materials, 4 uncommon materials, and 4 rare materials. In addition, the players can find several items and caps within its digestive tract: roll 6d20 for the number of caps, two random Heavy Weapons and 10+5CD of their respective ammunition, a random Small Gun with 25+5CD of its respective ammunition, a random Melee Weapon, 10CD Stimpaks, 4CD Super Stimpaks, 5CD quantity of random Aid items, as well as the equipment of any and all targets it has eaten via Colossal Carnivore.

RoboBrain (GrayEmerald515, Mortagon)



Level 7 robot, normal character (XP)

S	P	E	C	I	A	L
5	7	6	4	7	6	4
SKILLS						
Energy weapons* 5				Small guns 2		
Melee weapons 2						
Repair 4						
Science* 5				*Tag skill		
HP		INITIATIVE			DEFENSE	
13		12			1	
CARRY WEIGHT		MELEE BONUS			LUCK POINTS	
200		-			-	
PHYS. DR	ENERGY DR		RAD. DR		POISON DR	
2 (all)	2 (all)		IMMUNE		IMMUNE	
ATTACKS						
RAM: STR + Melee (TN 7), 4CD Physical damage						
LASER: PER + Energy weapons (TN 12), 4CD Energy damage, Piercing 1, Close Quarters, Range close						
MESMETRON: PER + Energy weapons (TN 12), 3CD Energy damage, Stun, Range Close						
SELF DESTRUCT: AGI + Melee (TN 10) 6CD Physical damage, Blast						
SPECIAL ABILITIES						
Robot: The Robobrain is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot						

SPECIAL ABILITIES
Robot: The Robobrain is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (p.34) Mesmetron: Once every round, a robobrain can spend 1 AP to fire it's mesmetron in addition to any other attacks. Let rip: Once per combat the Robobrain can let rip with it's laser adding it's fire rate of +2CD to the damage or any handheld ranged weapon it wields dealing +1CD damage for every fire rate the weapon has. Immune to poison: The Robobrain reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison. Immune to radiation: The Robobrain reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation. Immune to disease: The Robobrain is immune to the effects of all diseases, and they will never suffer the symptoms of any disease. Self-destruct: If the Robobrain has both its arms or legs injured, or it has been reduced to half or fewer of its maximum HP, it will move towards the nearest enemy and use its major action to self-destruct. This self-destruct is an attack centered upon itself and destroys the Robobrain after it attempts this attack Tesla: Military Robobrain are equipped with a network of tesla coils that deliver an electric shock to anything who comes near, anything that ends their turn reach of the robobrain suffers 2CD of energy damage. Smoke: As a major action, a Military robobrain can deploy a smoke screen, increasing the difficulty of melee attacks by 1, and ranged attacks by 2. The smoke fills the zone the robobrain occupies, anyone trying to move within the zone must make an AGI+athletics check with a difficulty of 2 to avoid falling over, furthermore anyone who spends a turn within the smoke must make a END+Survival check with a difficulty of 1, on a failure they start coughing, increasing the difficulty of END and per checks by 1 until they leave. Recon sensors: Reduce difficulty of tests to detect hidden opponents by 1 (min. 0), Enemies visible to you who attempt to hide add +1 to the difficulty of their Sneak tests.
INVENTORY
Salvage: Scavengers can salvage from a destroyed Robobrain with a successful INT + Science test with a difficulty of 1. This yields 2d20 Fusion cells, 2CD units of common materials with +1 CD per AP spent, and each Effect yields 1 uncommon material.

Humanoid Brainbot



A design created by the Calculator, the humanoid brain bot chassis is designed to interface with an extracted human brain, complete with eyeballs and spinal cord. It is humanoid in shape and towers above regular humans, with heavy armor plating and integrated weapons (a .50 heavy machine gun, missile launcher, and clawed fist) provided for combat.

Level 12 robot, normal character (XP)

S	P	E	C	I	A	L
9	6	8	4	5	5	4
SKILLS						
Big guns* 5			Repair 3			
Melee weapons* 5						
Small guns 4						
Explosives 4						
HP		INITIATIVE			DEFENSE	
20		11			1	
CARRY WEIGHT		MELEE BONUS			LUCK POINTS	
240		+1CD			-	
PHYS. DR	ENERGY DR		RAD. DR		POISON DR	
4	4		IMMUNE		IMMUNE	
ATTACKS						
CLAW: STR + Melee (TN 12), 7CD Physical damage, Vicious, Piercing 1						
HEAVY MACHINEGUN: END + Big guns (TN 13), 7CD Physical damage, Burst, Two-handed, Range Medium						
MISSILE LAUNCHER: END + Big guns (TN 13), 10CD Physical damage, Two-handed, Blast						
SELF DESTRUCT: AGI + Melee (TN 10) 6CD Physical damage, Blast						
SPECIAL ABILITIES						
Robot: The Brainbot is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (p.34)						
Let rip: The Brainbot can spend 2 AP to let rip with its heavy machine gun adding its fire rate of +3CD to the damage.						
Missile launcher: Once per combat the Brainbot can fire its missile launcher as a major action.						
Immune to poison: The Brainbot reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.						

Immune to radiation: The Brainbot reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

Immune to disease: The Brainbot is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.

Self-destruct: If the Brainbot has both its arms or legs injured, or it has been reduced to half or fewer of its maximum HP, it will move towards the nearest enemy and use its major action to self-destruct. This self-destruct is an attack centered upon itself and destroys the Brainbot after it attempts this attack.

Recon sensors: Reduce difficulty of tests to detect hidden opponents by 1 (min. 0), Enemies visible to you who attempt to hide add +1 to the difficulty of their Sneak tests.

INVENTORY

Salvage: Scavengers can salvage from a destroyed Robobrain with a successful INT + Science test with a difficulty of 1. This yields 2d20 .50 ammo, 1CD Missiles and 2CD units of common materials with +1 CD per AP spent, and each Effect yields 1 uncommon material.

Robobrain upgrades

Some Robobrain has been upgraded with different modules, better armor or weapons. In addition to the upgrades and armor available to robots in the core rulebook, some robobrain have one or more of the following abilities:

Tesla: Robobrain with this upgrade are equipped with a network of tesla coils that deliver an electric shock to anything who comes near, anything that ends their turn reach of the robobrain suffers 2CD of energy damage.

Smoke: As a major action, a robobrain with this upgrade can deploy a smoke screen, increasing the difficulty of melee attacks by 1, and ranged attacks by 2. The smoke fills the zone the robobrain occupies, anyone trying to move within the zone must make an AGI+athletics check with a difficulty of 2 to avoid falling over, furthermore anyone who spends a turn within the smoke must make a END+Survival check with a difficulty of 1, on a failure they start coughing, increasing the difficulty of END and per checks by 1 until they leave.

NPC's

Wastelanders

Scavenger

Level 2 normal human, XP

S	P	E	C	I	A	L
5	7	5	4	4	5	6
SKILLS						
Lockpick 3* (TN 10)			Sneak 2 (TN 7)			
Melee weapons 1 (TN 6)			Survival 3* (TN 10)			
Repair 1 (TN 5)						
Small guns 1 (TN 6)			*Tag skills			
HP		INITIATIVE			DEFENSE	

7		12		1	
CARRY WEIGHT		MELEE BONUS		LUCK POINTS	
225		-		-	
PHYS. DR	ENERGY DR	RAD. DR	POISON DR		
1 (All)	1 (Arms, Legs, Torso)	3 (Head)	3 (Inhaled gases and poison)		
ATTACKS					
Unarmed (TN 5) 2CD Physical damage					
Crowbar (TN 6) 3CD Vicious, Physical damage					
Pipe gun (TN 6) 3CD Physical damage, Close range, Unreliable, Close quarters					
SPECIAL ABILITIES					
Scavenger: Rolls an additional D20 on all Survival checks to scavenge an area.					
Pack rat: May carry an additional weight equal to 5x strength (already included).					
Let rip: Once per scene may add his weapons fire rate to a ranged attack.					
INVENTORY					
Tough clothing, Gas mask, Wealth 2, Crowbar, Pipe pistol, 2CD random items, 1d20 junk					

Wasteland hunter

Level 6 normal human, XP

S	P	E	C	I	A	L
5	7	5	4	5	8	4
SKILLS						
Melee weapons 2 (TN 7)						
Small guns* 5 (TN 13)						
Sneak 4 (TN 12)						
Survival* 4 (TN 11)			Tag skills*			
HP		INITIATIVE			DEFENSE	
11		15			1	
CARRY WEIGHT		MELEE BONUS			LUCK POINTS	
200		-			-	
PHYS. DR		ENERGY DR		RAD. DR		POISON DR
1 (Torso, Arms, Legs)		2 (Torso, Arms, Legs)		-		-
ATTACKS						
Unarmed (TN 5) 2CD Physical damage						
Bowie knife (TN 7) 3CD Physical damage, Reliable, Thrown (C), Suppressed						
Hunting rifle with scope (TN 13) 6CD Piercing 1, Physical damage, Long range, Two-handed						
SPECIAL ABILITIES						
Expert hunter: When butchering animals receives +2CD the amount of meat.						
Expert tracker: Roll a bonus 1d20 when using Survival to track someone.						
Expert trapper: Finding and disabling traps set by the hunter is 1 difficulty higher than normal.						
Killshot: When causing an injury with a ranged attack the hunter may spend 2 AP to add the debilitating quality to the attack and cause one additional injury to another location.						
Expert marksman: Reduce the difficulty of called shots by 1.						
Let rip: Once per scene may add his weapons fire rate to a ranged attack.						
INVENTORY						
Drifter outfit, Casual hat, Bowie knife, Scoped hunting rifle, Wealth 1, 2CD Beartraps, 2CD Pieces of radstag meat						

The NCR emphasizes and strives to support a plethora of old world values, such as democracy, personal liberty, and the rule of law. It also aims to restore general order to the wasteland, the improvement and development of infrastructure and economic systems, and overarching peace between people. Similar to institutions of the old world it seeks to emulate, continued expansion has created challenges with territorial control, loyalty, and corruption that plague the Republic and serve to hinder its goals. The NCR is often criticized by residents of the Mojave wasteland as well as other factions for being hawkish, imperialistic, poorly managed and over-extended in the region, and trying to attempt to emulate old world values that led to nuclear holocaust in the first place.

Level 7 normal human, XP 52

S	P	E	C	I	A	L
5	7	6	5	5	7	4
SKILLS						
Athletics 3						
Small guns* 5						
Sneak 3						
Survival* 5			*Tag skills			
HP		INITIATIVE		DEFENSE		
13		14		1		
CARRY WEIGHT		MELEE BONUS		LUCK POINTS		
200		-		-		
PHYS. DR	ENERGY DR		RAD. DR		POISON DR	
3 (torso)	3 (torso)		-		-	
ATTACKS						
Unarmed (TN 5) 2CD						
Hunting rifle with long scope (TN 12) 6CD, Piercing 1, Long range, Two-handed						
Combat knife (TN 5) 3CD, Piercing 1						
SPECIAL ABILITIES						
Marksman: When using the aim action with a two-handed small gun, the ranger may reroll any attack or damage dice by paying 1 AP for every dice rerolled.						

Cover fire: When using a major action to attack, the ranger may spend one AP to increase the defence of himself or allies by one against that target against the first attack made by that opponent within a turn.

Ranger training: The ranger may reroll 1d20 when making END or PER tests in desert terrain.

INVENTORY

Ranger patrol armor (equal to a shadowed combat armor except the bonus to sneak applies in desert terrain instead of shadows and dim light, torso), Ranger hat (equal to a casual hat), Authority glasses (Reroll 1d20 on one PER test each scene), Hunting rifle with long scope, Combat knife, Wealth 2

N.C.R ranger Civilian

Level 7 normal human, XP 52

S	P	E	C	I	A	L
4	6	4	5	8	7	4
SKILLS						
Athletics 2			Lockpick 1			
Small guns* 3			Science 1			
Sneak 3			Repair 2			
Survival* 4			*Tag skills			
HP		INITIATIVE			DEFENSE	
11		14			1	
CARRY WEIGHT		MELEE BONUS			LUCK POINTS	
200		-			-	
PHYS. DR		ENERGY DR		RAD. DR		POISON DR
1		2		-		-
ATTACKS						
Unarmed (TN 5) 2CD Physical						
Cowboy repeater rifle (TN 10) 5CD Physical, Medium range, Reliable, Two-handed						
Combat knife (TN 5) 3CD Physical, Piercing 1						
SPECIAL ABILITIES						
Let rip: A Ranger may spend 1 AP to add the fire rate of his weapon to one attack.						
Cover fire: When using a major action to attack, the ranger may spend one AP to increase the defence of himself or allies by one against that target against the first attack made by that opponent within a turn.						
Ranger training: The ranger may reroll 1d20 when making END or PER tests in desert terrain.						
INVENTORY						
Ranger outfit (equal to a drifter outfit), Ranger hat (equal to a casual hat), Authority glasses (Reroll 1d20 on one PER test each scene), Cowboy repeater rifle, Combat knife, Wealth 2						

N.C.R ranger Veteran

Level 10 notable human, XP 148

S	P	E	C	I	A	L
6	9	7	5	6	10	4
SKILLS						
Athletics 3			Small guns* 6			
Explosives 1			Sneak* 5			

Lockpick 1		Survival* 5	
Melee weapons 1		*Tag skills	
HP	INITIATIVE	DEFENSE	
21	21	2	
CARRY WEIGHT	MELEE BONUS	LUCK POINTS	
210	-	4	
PHYS. DR	ENERGY DR	RAD. DR	POISON DR
3 (all)	3 (all)	-	-
ATTACKS			
Unarmed (TN 6) 2CD Antimaterial rifle with long scope (TN 16) 7CD Physical, Piercing 2, Long range, Accurate, Two-handed Ranger Sequoia (TN 16) 6CD Physical, Vicious, Medium range, Close quarters, Accurate, Reliable Combat knife (TN 7) 3CD, Piercing 1			
SPECIAL ABILITIES			
Marksman: When using the aim action with a small gun, the ranger may reroll any attack or damage dice by paying 1 AP for every dice rerolled. Ranger Grit: The Ranger veteran starts each scene with a pool of 4 personal AP. Cover fire: When using a major action to attack, the ranger may spend one AP to increase the defence of himself or allies by one against that target against the first attack made by that opponent within a turn. Ranger training: The ranger may reroll 1d20 when making END or PER tests in desert terrain.			
INVENTORY			
Ranger veteran armor (equal to a shadowed combat armor except the bonus to sneak applies in desert terrain instead of shadows and dim light, all locations), Ranger helmet (as combat helmet), Authority glasses (Reroll 1d20 on one PER test each scene), Combat knife, Wealth 3			

N.C.R trooper

Level 4 normal human, XP 31

S	P	E	C	I	A	L
6	5	6	4	5	7	4
SKILLS						
Athletics* 3				Unarmed 2		
Explosives 2						
Melee 2						
Small guns* 4				*Tag skills		
HP		INITIATIVE			DEFENSE	
10		12			1	
CARRY WEIGHT		MELEE BONUS			LUCK POINTS	
210		-			-	
PHYS. DR	ENERGY DR		RAD. DR		POISON DR	
2 (all)	2 (all)		-		-	
ATTACKS						
Unarmed (TN 8) 2CD Physical						
Service rifle (TN 11) 5CD Physical, Medium range, Two-handed, Reliable						
Combat knife (TN 8) 3CD, Piercing 1						
SPECIAL ABILITIES						
Let rip: Once per scene the trooper may spend 1 AP to add +2 to his fire rate with his service rifle.						

Cover fire: When using a major action to attack, the trooper may spend one AP to increase the defence of himself or allies by one against that target against the first attack made by that opponent within a turn.

INVENTORY

NCR armor (as combat armor), NCR helmet (as combat helmet), Service rifle, Combat knife, Wealth 1

Caesar's legion (Dirt290, Mortagon, DarkSunRebel and GrayEmerald515)



Recruit legionaries

The lowest rank, often considered as "expendable" in the eyes of higher-ranking officers, such as the Legate and veteran decani. These legionaries come from the various tribes conquered or integrated by the Legion. They go through training, which, given the nature of the Legion, is no simple task. These legionaries are better trained than the average NCR trooper when it comes to sheer conditioning and hand to hand combat. They are less equipped and trained in the use of firearms than their NCR counterparts.

Level 4 normal human character, XP 31

S	P	E	C	I	A	L
7	5	7	4	4	6	4
SKILLS						
Athletics* 3			Unarmed 2			
Melee weapons* 3			Small guns 1			
Survival 1						
Throwing 2			Tag skills*			
HP		INITIATIVE			DEFENSE	
10		11			1	

Let rip: Once per encounter the Legionnaire prime may let rip with their Cowboy repeater adding the weapons fire rate (+1CD) to their damage.

Legion Principles: As loyal members of the legion, legionnaires must follow the orders of their superiors, as well as the rules of the legion, such as not being allowed to use Chems or fleeing from combat. Any violations of these rules receive harsh punishment up to and including death.

INVENTORY

Sturdy leather armor (Chest, Legs), Cowl, Machete, Javelin (3CD), Cowboy repeater, Wealth 2

Scout Legionaries

Scout legionaries usually hold the rank of Prime but have lighter armor and operate in smaller groups. They are better trained in firearms than most other legionaries but holds a vital role in the ranks of Caesars army.

Level 6 normal human character, XP 31

S	P	E	C	I	A	L
5	7	6	4	5	7	4
SKILLS						
Athletics 2			Survival* 4			
Melee weapons 1			Unarmed 2			
Small guns* 4						
Sneak 2			Tag skill*			
HP		INITIATIVE			DEFENSE	
11		14			1	
CARRY WEIGHT		MELEE BONUS			LUCK POINTS	
		-			-	
PHYS. DR	ENERGY DR		RAD. DR		POISON DR	
1 (All)	2 (Torso, Arms, Legs)		1 (Head)		0	
ATTACKS						
Unarmed (TN 7) 2CD Physical damage						
Combat knife (TN 6) 3CD Physical damage, Piercing 1						
Hunting rifle (TN 11) 6CD Physical damage, Piercing 1, Two-handed, Range L						
SPECIAL ABILITIES						
Forward scout: The scout is sent in front of the army to gather intel. A Scout provides 1 AP to the GM’s pool at the start of an encounter.						
Legion Principles: As loyal members of the legion, legionnaires must follow the orders of their superiors, as well as the rules of the legion, such as not being allowed to use Chems or fleeing from combat. Any violations of these rules receive harsh punishment up to and including death.						
INVENTORY						
Leather armor (Torso, Arms, Legs), Cowl, Combat knife, Hunting rifle with short scope, Wealth 2						

Legion explorer

Legion explorers are tasked with surveying the lay of the land ahead of the primary Legion fighting force. They are also used as messengers for relaying communications between Legion outposts. Explorers are lightly armored and equipped, as their role in the Legion involves observation and speed rather than pure combat.

Level 10 normal human character, XP

S	P	E	C	I	A	L
5	8	6	4	5	8	4
SKILLS						
Athletics 4			Survival* 4			
Melee weapons 2			Unarmed 2			
Throwing 2			Small guns 1			
Sneak* 4			Tag skill*			
HP		INITIATIVE			DEFENSE	
16		16			1 (2 if he hasn't engaged in hostile actions)	
CARRY WEIGHT		MELEE BONUS			LUCK POINTS	
200		-			-	
PHYS. DR		ENERGY DR		RAD. DR		POISON DR
1 (Head), 2 (Torso, Arms, Legs)		3 (Torso, Arms, Legs)		1 (Head)		0
ATTACKS						
Unarmed (TN 7) 2CD Physical damage						
Machete (TN 7) 4CD Physical damage, Piercing 1, Persistent						
Javelin (TN 10) 4CD Physical damage, Piercing 1, Suppressed, Thrown (M)						
SPECIAL ABILITIES						
Forward scout: The scout is sent in front of the army to gather intel. A Scout provides 1 AP to the GM's pool at the start of an encounter.						
Don't shoot the messenger: The explorers defense is one higher against targets he hasn't taken hostile actions against.						
Pathfinder: The explorer halves the travel time through the wilderness. He can bring up to ten other people and still use this ability.						
Legion Principles: As loyal members of the legion, legionnaires must follow the orders of their superiors, as well as the rules of the legion, such as not being allowed to use Chems or fleeing from combat. Any violations of these rules receive harsh punishment up to and including death.						
INVENTORY						
Sturdy leather armor (Torso, Arms, Legs), Cowl, Serrated combat knife, Anti-material rifle with short scope, Purified water, Wealth 2						

Veteran Legionary

Veteran legionaries are not only the best equipped among the standard legionaries, but they are the most experienced as well. They are typically held in reserve until the recruit and the prime legionaries are defeated, similar to the Roman triarii maniple. They were almost never used in battle unless dire

circumstances demanded it, leading to the Roman phrase, *It has come down to the triarii, which meant the situation was so dire one was on their last legs.*

Level 10 normal human character, XP

S	P	E	C	I	A	L
9	5	8	4	4	6	4
SKILLS						
Athletics* 5			Unarmed 3			
Melee weapons* 5			Small guns 1			
Survival 1						
Throwing 3			Tag skills*			
HP		INITIATIVE			DEFENSE	
28		11			1	
CARRY WEIGHT		MELEE BONUS			LUCK POINTS	
240		+2CD			-	
PHYS. DR		ENERGY DR		RAD. DR		POISON DR
2 (Head), 3 (Legs, Torso)		4 (Legs, Torso)		0		0
ATTACKS						
Unarmed (TN 12) 4CD Physical damage						
Machete (TN 14) 5CD Physical damage, Piercing 1						
Hunting shotgun (TN 7) 6CD Physical damage, Spread, Two-handed, Range C						
Javelin (TN 9) 4CD Physical damage, Piercing 1, Thrown (M), Suppressed						
SPECIAL ABILITIES						
Grizzled veteran: A legionnaire veteran is grizzled and has survived countless battles. He receives +1 HP per level and is only injured if 6+ damage is caused by a single attack. Furthermore, he can spend 1 AP to ignore the penalty of an injury for the rest of an encounter.						
Let rip: Once per encounter the Legionnaire prime may let rip with their Hunting shotgun adding the weapons fire rate (+1CD) to their damage.						
Charge of mars: Once per combat encounter, as a Major Action, a legionnaire can move two zones and attack with a Melee weapon or Unarmed attack, rerolling up to 1CD for every legionnaire in the group with a successful attack.						
Legion Principles: As loyal members of the legion, legionnaires must follow the orders of their superiors, as well as the rules of the legion, such as not being allowed to use Chems or fleeing from combat. Any violations of these rules receive harsh punishment up to and including death.						
INVENTORY						
Heavy leather armor (Chest, Legs), Army helmet, Machete, Hunting shotgun, Javelin (3CD), Healing salve, Wealth 3						

Legion Centurion

Centurions serve as field commanders during major operations. They are often appointed to their position through years of dedicated service and their martial prowess reflects the rigors they have endured. They are clad in heavy armor cobbled together from their fallen foes and use various weapons to great effect. They are generally kept away from danger due to the strategic value of each centurion. Outside of battle, centurions act as administrators of Legion camps with the assistance of the decanus.

Level 15 notable human character, XP

S	P	E	C	I	A	L
9	7	9	6	6	9	4
SKILLS						
Athletics* 5			Throwing 4			
Big Guns 3			Unarmed* 5			
Melee* 5			Small guns 3			
Survival 2			*Tag skill			
HP		INITIATIVE			DEFENSE	
45		18			2	
CARRY WEIGHT		MELEE BONUS			LUCK POINTS	
240		+2CD			2	
PHYS. DR	ENERGY DR		RAD. DR		POISON DR	
3 (Head), 5 (torso, legs, arms)	5 (Torso), 3 (Legs, arms, head)		0		0	
ATTACKS						
Unarmed (TN 14) 4CD Physical damage						
Thermic lance (TN 14) 7CD Physical and Energy damage, Piercing 1, Two-handed						
Javelin (TN 13) 4CD Physical damage, Piercing 1, Suppressed, Thrown (M)						
Hunting rifle (TN 12) 6CD Physical damage, Piercing 1, Two-handed, Range M						
SPECIAL ABILITIES						
Action packed: The Centurion is driven and motivated and takes matters into their own hands. The centurion begins each scene with a personal pool of 4 Action Points, which it may spend instead of drawing from other sources.						
Lead by example: The Centurion is quick to action. When the Centurion enters a scene, immediately generate 1 Action Point. If the Centurion is an ally, then this goes into the group pool.						
Legion hierarchy: As a major action, a Decanus can order a Legion character of lower level to immediately perform a major action. The Decanus assists that action with CHA + Speech.						
Grizzled veteran: A legionnaire veteran is grizzled and has survived countless battles. He receives +1 HP per level and is only injured if 6+ damage is caused by a single attack. Furthermore, he can spend 1 AP to ignore the penalty of an injury for the rest of an encounter.						
Charge of mars: Once per combat encounter, as a Major Action, a Centurion can move two zones and attack with a Melee weapon or Unarmed attack, rerolling up to 1CD for every legion member in the group with a successful attack.						
Legion Principles: As loyal members of the legion, legionnaires must follow the orders of their superiors, as well as the rules of the legion, such as not being allowed to use Chems or fleeing from combat. Any violations of these rules receive harsh punishment up to and including death.						
INVENTORY						
Reinforced heavy combat chest piece (Torso), Heavy metal armor (Legs, arms), Sturdy combat helmet. Thermic lance. Hunting rifle. Javelin (3CD). Healing salve. Wealth 5						

Legion Frumentarii

The eyes and ears of Caesar, his intelligence officers are tasked not only with infiltrating enemy society, but also carry out his campaigns of terror. They operate separately from the main Legion forces and are hand-picked by Caesar himself.

Level 13 notable human character, XP 190

S	P	E	C	I	A	L
6	7	8	9	7	7	5
SKILLS						
Athletics* 4			Small arms 2			
Melee weapons 3			Explosives 2			
Speech* 5			Lockpick 1			
Survival 2			Unarmed 2			
Sneak* 5			*Tag skill			
HP		INITIATIVE			DEFENSE	
26		16			1	
CARRY WEIGHT		MELEE BONUS			LUCK POINTS	
210		-			3	
PHYS. DR	ENERGY DR		RAD. DR		POISON DR	
1 (head), 3 (Legs, torso)	4 (Legs, torso)		1 (Head)		0	
ATTACKS						
Unarmed (TN 8) 2CD Physical damage						
Stealth combat knife (TN 9) 4CD Physical damage, Piercing 1, Persistent, +2CD sneak attack						
Hardened Silenced .22 pistol (TN 9) 4CD Physical damage, Close quarters, Suppressed, Concealed, Range C						
SPECIAL ABILITIES						
Action packed: The Frumentarii is driven and motivated and takes matters into their own hands. The Frumentarii begins each scene with a personal pool of 4 Action Points, which it may spend instead of drawing from other sources.						
Sneaky: A Frumentarii are experts at hiding themselves and their equipment. Any checks to detect a sneaking Frumentarii and whatever equipment they've planted has its difficulty increased by 1.						
Saboteur: A Frumentarii that has established himself within a group or settlement for at least one week can sabotage and sow dissent increasing the complication range of any checks made by that group or community by 2 until the Frumentarii is caught or defeated or 24 hours after a Frumentarii has left that group or community.						
Infiltrator: The Frumentarii reduces the difficulty of any speech checks to lie or mislead by 1 and adds 1 to the difficulty of checks to see through the Frumentarii’s deceptions.						
Legion Principles: As loyal members of the legion, legionnaires must follow the orders of their superiors, as well as the rules of the legion, such as not being allowed to use Chems or fleeing from combat. Any violations of these rules receive harsh punishment up to and including death.						
INVENTORY						
Hood, Shadowed heavy leather chest plate, Shadowed heavy leather leg armor x2, Stealth combat knife, Hardened Silenced .22 pistol, Radio, Frag mine, Wealth 5						

Recruit Decanus

Easily recognized by their feathered helmets, whose colors represent their rank. The black and red indicate a recruit decanus, typically leading groups of legionary recruits through various skirmishes.

Level 7 normal human character, XP 52

S	P	E	C	I	A	L
8	5	7	5	4	6	4
SKILLS						
Athletics* 3			Survival 1			
Melee weapons* 4			Small arms 1			
Throwing 1			Speech 3			
Unarmed 2			Tag*			
HP		INITIATIVE			DEFENSE	
14		11			1	
CARRY WEIGHT		MELEE BONUS			LUCK POINTS	
190		+1CD			-	
PHYS. DR	ENERGY DR		RAD. DR		POISON DR	
1 (torso, legs), 2 (head)	2 (torso, legs)		-		-	
ATTACKS						
Unarmed (TN 10) 3CD Physical damage						
Machete (TN 12) 4CD Physical damage, Piercing 1						
10mm SMG (TN 7) 2CD Physical damage, Burst, Close quarter, Two-handed, Inaccurate, Reliable, Range C						
Javelin (TN 7) 4CD Physical damage, Piercing 1, Thrown (M), Suppressed						
SPECIAL ABILITIES						
Let rip: Once per encounter the Legionnaire prime may let rip with their 10mm SMG adding the weapons fire rate (+3CD) to their damage.						
Legion hierarchy: As a major action, a Decanus can order a Legion character of lower level to immediately perform a major action. The Decanus assists that action with CHA + Speech.						
Charge of mars: Once per combat encounter, as a Major Action, a legionnaire can move two zones and attack with a Melee weapon or Unarmed attack, rerolling up to 1CD for every legionnaire in the group with a successful attack.						
Legion Principles: As loyal members of the legion, legionnaires must follow the orders of their superiors, as well as the rules of the legion, such as not being allowed to use Chems or fleeing from combat. Any violations of these rules receive harsh punishment up to and including death.						
INVENTORY						
Leather chest piece, Leather legs x2, army helmet, Javelins (3CD), machete, 10mm SMG, 1 purified water, Wealth 1						

Prime Decanus

Easily recognized by their feathered helmets, whose colors represent their rank. The white paired with red a black denotes a prime decanus, who lead the bulk of Caesars's infantry into the heat of battle.

Level 9 normal human character, XP 67

S	P	E	C	I	A	L
8	5	8	5	4	6	4
SKILLS						
Athletics* 3			Survival 1			
Melee weapons* 5			Small arms 1			
Throwing 1			Speech 4			
Unarmed 2			Tag*			
HP		INITIATIVE			DEFENSE	
17		11			1	
CARRY WEIGHT		MELEE BONUS			LUCK POINTS	
230		+1CD			-	
PHYS. DR	ENERGY DR		RAD. DR		POISON DR	
2 (torso, legs), 2 (head)	3 (torso, legs)		-		-	
ATTACKS						
Unarmed (TN 10) 3CD Physical damage						
Serrated machete (TN 13) 5CD Physical damage, Piercing 1, Persistent						
Single shotgun (TN 7) 5CD Physical damage, Spread, Two-handed, Inaccurate, Reliable, Range C						
Javelin (TN 7) 4CD Physical damage, Piercing 1, Thrown (M), Suppressed						
SPECIAL ABILITIES						
Legion hierarchy: As a major action, a Decanus can order a Legion character of lower level to immediately perform a major action. The Decanus assists that action with CHA + Speech.						
Charge of mars: Once per combat encounter, as a Major Action, a legionnaire can move two zones and attack with a Melee weapon or Unarmed attack, rerolling up to 1CD for every legionnaire in the group with a successful attack.						
Caesars call: During the first round of combat, a Decanus may make a rallying call as a major action. Every legionary within long range may make a second minor action on their next turn. No NPC may benefit from this ability more than once per combat.						
Legion Principles: As loyal members of the legion, legionnaires must follow the orders of their superiors, as well as the rules of the legion, such as not being allowed to use Chems or fleeing from combat. Any violations of these rules receive harsh punishment up to and including death.						
INVENTORY						
Sturdy leather chest plate, Sturdy leather legs, army helmet, Javelins (3CD), single shotgun, serrated machete, healing powder, wealth 2						

Veteran Decanus

Easily identified by their feathered helmets, whose colors represent their rank. The weathered white, red, and black feathers are the calling card of a veteran Decanus, who primarily leads veteran legionnaires to finish off battles.

Level 13 normal human character, XP 95

S	P	E	C	I	A	L
9	5	8	5	5	6	4
SKILLS						
Athletics* 4			Survival 1			
Melee weapons* 5			Small arms 2			

Throwing 3		Speech 4	
Unarmed 3		Tag*	
HP	INITIATIVE		DEFENSE
34	11		1
CARRY WEIGHT	MELEE BONUS		LUCK POINTS
240	+2CD		-
PHYS. DR	ENERGY DR	RAD. DR	POISON DR
3 (torso, legs), 2 (head)	4 (torso, legs)	-	-
ATTACKS			
Unarmed (TN 12) 4CD Physical damage Gladius Machete (TN 14) 7CD Physical damage, Piercing 1, Vicious 12.7mm SMG (TN 8) 5CD Physical damage, Burst, Two-handed, Inaccurate, Unreliable Javelin (TN 9) 4CD Physical damage, Piercing 1, Thrown (M), Suppressed			
SPECIAL ABILITIES			
Let rip: Once per encounter the Legionnaire prime may let rip with their 12.7mm SMG adding the weapons fire rate (+3CD) to their damage. Legion hierarchy: As a major action, a Decanus can order a Legion character of lower level to immediately perform a major action. The Decanus assists that action with CHA + Speech. Charge of mars: Once per combat encounter, as a Major Action, a legionnaire can move two zones and attack with a Melee weapon or Unarmed attack, rerolling up to 1CD for every legionnaire in the group with a successful attack. Caesars call: During the first round of combat, a Decanus may make a rallying call as a major action. Every legionary within long range may make a second minor action on their next turn. No NPC may benefit from this ability more than once per combat. Grizzled veteran: A legionnaire veteran is grizzled and has survived countless battles. He receives +1 HP per level and is only injured if 6+ damage is caused by a single attack. Furthermore, he can spend 1 AP to ignore the penalty of an injury for the rest of an encounter. Legion Principles: As loyal members of the legion, legionnaires must follow the orders of their superiors, as well as the rules of the legion, such as not being allowed to use Chems or fleeing from combat. Any violations of these rules receive harsh punishment up to and including death.			
INVENTORY			
Heavy leather chest armor, Heavy leather legs x2, Army helmet, 12.7mm SMG, Healing salve, Javelins (3CD), Gladius Machete, Wealth 4			

Vexillarius

Level 15 notable human character, XP 190

S	P	E	C	I	A	L
8	7	8	9	5	7	5
SKILLS						
Athletics* 5				Survival 2		
Melee weapons* 5				Small guns 2		
Speech* 5				Throwing 3		
Unarmed 4				Tag skill*		

HP	INITIATIVE		DEFENSE
43	16		1
CARRY WEIGHT	MELEE BONUS		LUCK POINTS
230	+1CD		3
PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (Head), 4 (Torso), 3 (Legs)	3 (Torso), 4 (Legs)	1 (Head)	-
ATTACKS			
Unarmed (TN 12) 3CD Physical damage Gladius Machete (TN 13) 6CD Physical damage, Piercing 1, Vicious Assault carbine (TN 9) 3CD Physical damage, Burst, Two-handed, Inaccurate, Unreliable, Range C Javelin (TN 10) 4CD Physical damage, Piercing 1, Thrown (M), Suppressed			
SPECIAL ABILITIES			
Let rip: Once per encounter the Legionnaire prime may let rip with their Assault carbine adding the weapons fire rate (+5CD) to their damage. Legion hierarchy: As a major action, a Decanus can order a Legion character of lower level to immediately perform a major action. The Decanus assists that action with CHA + Speech. Bulls glory: Any member of caesars legion within close range of the Vexillarius will be basked in the glory of Caesar, granting +1CD for melee and unarmed attacks, and +1 physical DR and immunity to fear. This ability only works if the Vexillarius is brandishing his banner visibly and proudly. Charge of mars: Once per combat encounter, as a Major Action, a legionnaire can move two zones and attack with a Melee weapon or Unarmed attack, rerolling up to 1CD for every legionnaire in the group with a successful attack. Call to action: The Vexillarius is quick to lead by example. When they enter a scene, immediately generate 1 Action Point. If the Vexillarius is an ally, then this goes into the group pool. If they are an enemy, it goes into the GM's pool. Caesars call: During the first round of combat, a Vexillarius may make a rallying call as a major action. Every legionary within long range may make a second minor action on their next turn. No NPC may benefit from this ability more than once per combat. Grizzled veteran: A Vexillarius is a grizzled veteran and has survived countless battles. He receives +1 HP per level and is only injured if 6+ damage is caused by a single attack. Furthermore, he can spend 1 AP to ignore the penalty of an injury for the rest of an encounter. Legion Principles: As loyal members of the legion, legionnaires must follow the orders of their superiors, as well as the rules of the legion, such as not being allowed to use Chems or fleeing from combat. Any violations of these rules receive harsh punishment up to and including death.			
INVENTORY			
Heavy metal chest piece, heavy leather legs x2, cowl, Machete gladius, Assault carbine, Javelins (3CD), 3 wealth			

Praetorian Guard

Level 16 notable human character, XP 232

S	P	E	C	I	A	L
9	7	9	5	7	9	5
SKILLS						
Athletics* 6			Survival 2			
Melee weapons* 6			Small guns 2			
Throwing 4			Explosives 2			
Unarmed * 6			Tag skill*			
HP		INITIATIVE		DEFENSE		
46		18		2		
CARRY WEIGHT		MELEE BONUS		LUCK POINTS		
240		+2CD		3		
PHYS. DR		ENERGY DR		RAD. DR		POISON DR
9 (torso, legs), 6 (arms)		10 (torso, legs), 5 (arms)		-		-
ATTACKS						
Unarmed (TN 15) 8CD Physical damage, Vicious						
12.7mm SMG (TN 11) 5CD Physical damage, Burst, Two-handed, Unreliable, Inaccurate, Range C						
Frag grenade (TN 9) 6CD Physical damage, Blast, Thrown (M)						
SPECIAL ABILITIES						
Action-packed: The Praetorian guards are driven and motivated and takes matters into their own hands. The Praetorian guard begins each scene with a personal pool of 4 Action Points, which it may spend instead of drawing from other sources.						
Let rip: Once per encounter the Legionnaire prime may let rip with their 12.7mm SMG adding the weapons fire rate (+3CD) to their damage.						
Barbarian: Increase Physical and energy DR by 2						
Bodyguard: Once per combat encounter, while within reach of another legion member, the praetorian guard may intercept, moving in front of the attack suffering its full consequences instead of the intended target. They may spend 1 ap to take the hit for someone within close range, lunging in front of them but will fall prone if they do so.						
Charge of mars: Once per combat encounter, as a Major Action, a legionnaire can move two zones and attack with a Melee weapon or Unarmed attack, rerolling up to 1CD for every legionnaire in the group with a successful attack.						
Grizzled veteran: A Vexillarius is a grizzled veteran and has survived countless battles. He receives +1 HP per level and is only injured if 6+ damage is caused by a single attack. Furthermore, he can spend 1 AP to ignore the penalty of an injury for the rest of an encounter.						
Legion Principles: As loyal members of the legion, legionnaires must follow the orders of their superiors, as well as the rules of the legion, such as not being allowed to use Chems or fleeing from combat. Any violations of these rules receive harsh punishment up to and including death.						
INVENTORY						

Studded heavy leather chest plate, greaves, Sturdy metal arms, Ballistic fist, Healing salve, Frag grenades (2CD), 12.7mm SMG, Wealth 5

Legion currency

Caesar's legion uses their own currency called Denarius and are very rarely found carrying any other kind of currency. Instead of Caps their wealth implies how many Denarius a legion member carries, 1d20 for each wealth they have.



Legion weapons

Like most humans Caesar's legion employ a host of different weapons and armaments. While they prefer melee weapons and close combat, they are pragmatic and use whatever weapon they find that suits their purpose. The only exception is energy weapons which are extremely rare in the legion due to their disdain for technology. Weapons commonly employed by the legion includes 10mm SMG's, 9mm pistols, 357. Magnums, 44. Magnums, Cowboy repeater's, Hunting shotguns and Hunting rifles. A legion character with the let rip ability may use the fire rate of any weapon they use with that ability. The legion also employs some unique weapons and mods some of which are listed below.

Ballistic Fist

The ballistic fist is a devastating wrist mounted weapon. It consists of a wrist-mounted shotgun with a pressure plate worn over the knuckles. The impact of the plate triggers the firing mechanism when a punch connects with the target.

Melee weapon	Weapon type	Damage rating	Damage effects	Damage type	Qualities	Weight	Cost	Rarity
Ballistic fist	Unarmed	6CD	Vicious	Physical	-	6	780	5

Using a ballistic fist spends 2 Shotgun shells. You can spend 2 alternative shotgun shells instead of regular ones to add an effect to the attack as shown on the table below. Both shells must be of the same type to get the added effect. If two different shells are loaded the weapon gains the unreliable quality.

Type of shell	Effect
Dragon's breath	Damage changes to energy, add persistent
Flechette	+1CD
Beanbag	Reduce damage by 2CD, add stun
Slug	Add piercing 1

Pulse	Reduce damage dealt by -2CD except against robots and power armor where it is increased by +2CD.
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Legion Gladius



The legion gladius is a mod available to members of Caesar’s legion.

Unique machete mod

Mod	Name suffix	Effects	Weight	Cost	Complexity	Skill	Perks	Rarity
Gladius	Gladius	+2CD, gain vicious	+1	+100	5	Repair	Blacksmith 4	Rare

Fallout New Orleans



Samaritan missionary leader



The Samaritans is a religious group of pacifists that travel the wasteland to help travellers and settlements, give them spiritual advice and spread the word of God.

Level 2 Notable human (34 xp)

S	P	E	C	I	A	L
4	7	5	8	7	7	5
SKILLS						
Barter 3 (TN 11)			Speech* 4 (TN 12)			
Medicine* 5 (TN 13)			Survival* 4 (TN 9)			
Science* 3 (TN 10)			*Tag skill			
Sneak 3 (TN 10)						
HP		INITIATIVE			DEFENSE	
12		16			1	
CARRY WEIGHT		MELEE BONUS			LUCK POINTS	
190		-			3	
PHYS. DR	ENERGY DR		RAD. DR		POISON DR	
1 (arms, legs, torso, head)	1 (arms, legs, torso)		1 (head)		-	
ATTACKS						
Unarmed: (TN 4) 2 CD						
Switchblade: (TN 4) 2 CD, Piercing 1						
Flare gun: (TN 7) 3 CD, Range Medium, Reliable						
SPECIAL ABILITIES						
Educated: Have one additional Tag skill						
Healer: Heal +1 HP when using first aid						
Inspirational: Any group the missionary leader is part of has their max AP increased by 1						
Pacifist: Any complication range of attacks made by a missionary leader increases by 2						
INVENTORY						
Stimpak, Tough clothing, Cowl, Switchblade, Pork n' beans, Purified water (2), Vodka, Antibiotics, Healing salve (3), Radaway (Diluted) (2), Backpack, Doctor's bag, First aid kit, Lantern, Radio, Flare gun, Flares (5)						

Shriven fanatic



The Shrivens is a swamp-cult that worships a mysterious creature known as “Bayou mother”.

Level 7 normal human

S	P	E	C	I	A	L
7	4	6	9	4	5	4
SKILLS						
Melee weapons* 3 (TN 10)			Throwing 2 (TN 7)			
Sneak 3 (TN 8)			Unarmed 2 (TN 9)			
Speech 2 (TN 11)						
Survival* 3 (TN 9)			*Tag skill			
HP		INITIATIVE			DEFENSE	
13		9			1	
CARRY WEIGHT		MELEE BONUS			LUCK POINTS	
220		+1CD			-	
PHYS. DR		ENERGY DR		RAD. DR		POISON DR
1		-		Immune		4
ATTACKS						
Unarmed [TN 9/2] 3CD Physical						
Machete [TN 10/3] 4CD Physical, Piercing 1						
Tomahawk [TN 7/2] 4CD Physical, Piercing 1, Supressed, Thrown [C]						
Pipe gun [TN 5] 3CD Physical, Close-Quarters, Unreliable						
SPECIAL ABILITIES						
Mother’s blessing: Immune to radiation and +4 Poison DR						
Bayou whisperer: As the Wasteland whisperer perk but only affects creatures of the bayou.						
Eerie presence: When spending Luck points in the same zone as a Shriven fanatic roll a CD. On an effect the Luck point has no effect and is wasted.						
INVENTORY						
Hides, Machete, Tomahawk or Pipe gun, Cooked mirelurk meat, Wealth 1						

Tribal warrior

Level 9 Notable Human (XP 134)

S	P	E	C	I	A	L
5	6	5	9	7	7	9
SKILLS						
Barter 1 (10)			Sneak* 4 (11)			
Medicine* 5 (12)			Speech* 5 (14)			
Melee weapons 2 (7)			Survival 3 (8)			
Science 1 (8)			Unarmed 1 (6)			
HP		INITIATIVE			DEFENSE	
23		15			1	
CARRY WEIGHT		MELEE BONUS			LUCK POINTS	
200		-			5	
PHYS. DR	ENERGY DR		RAD. DR		POISON DR	
0	0		0		1	
ATTACKS						
UNARMED: STR+Unarmed (TN 6) 2CD Physical damage						
Voodoo dust: AGI+Medicine (TN 12) 3CD Poison damage, Stun, Persistent (Poison), Concealed						
Poisoned Kris: STR+Melee (TN 7) 3CD Poison damage, Concealed, Persistent (Poison)						
SPECIAL ABILITIES						
Zombi master: The Bokor knows a secret method on how to create Zombi's using various toxins and chemicals. This is especially effective on feral ghouls for some reason and feral ghouls that has undergone this process is utterly loyal to the Bokor and follows his commands unerringly. Other creatures that have undergone the process (see below) can be controlled as a minor or major action with a D0 CHA+Speech test allowing the subject to immediately take a minor action if a minor action was spent to command or a major action if a major action was spent to command. Root magick: The Bokor knows many recipes for creating potions and concoctions. By spending 2 AP the Bokor can mimic the effects of a Chem up to 50 caps value. He still needs to use the required actions to administer the chem. Alternatively he can spend 1 AP to add the effects of any one type of Syringer ammo of his choice to his Voodoo dust attack.						
INVENTORY						
Bokor outfit (Formal outfit), Poisoned Kris, Various powders and chemicals counting as 2CD rare components, Wealth 2						

Privateers



The Privateers is a group of raider-pirates that plagues the rivers and wetlands in the area. They use boats to attack travellers using hit and run tactics.

Privateer Raider hunter

Level 7 normal human

S	P	E	C	I	A	L
6	7	6	5	5	6	4
SKILLS						
Athletics 2 (8)			Sneak* 4 (10)			
Melee weapons 1 (7)			Survival* 4 (10, 11 perception)			
Pilot 1 (3 boats*) (7/9)			Unarmed 1 (7)			
Repair 1 (6)						
Small guns 2 (8)			*Tag skill			
HP		INITIATIVE		DEFENSE		
13		13		1		
CARRY WEIGHT		MELEE BONUS		LUCK POINTS		
210		-		-		
PHYS. DR	ENERGY DR		RAD. DR		POISON DR	
1 (head), 4 (left leg), 1 Right leg, 1 (arms), 2 (torso)	5 (left leg), 2 (torso, right leg), 1 (arms)		1 (head)		0	
ATTACKS						
Unarmed: [TN 7] 2CD Physical						
Syringer rifle: [TN 8]						
Sawed off double barrel shotgun: [TN 8]						
Serrated combat knife: [TN 7]						
SPECIAL ABILITIES						
Let rip: Once per combat, the Raider may ‘let rip’ with weapon. This adds the weapon’s Fire Rate tp						
Pirate: A privateer treats pilot skill checks when driving boats as a tag skill adding 2 ranks.						
Aggressive: A raider hunter is quick to action when it senses prey. When the hunter enters a scene, immediately generate 1 Action Point. If the hunter is an ally, then this goes into the group pool. If they are an enemy, it goes into the GM’s pool.						

Sneaky: A hunter is an expert at ambushing his prey. Any checks to detect a sneaking hunter has its difficulty increased by 1.

Shadowed armor: If you are wearing one or two pieces of Shadowed armor, you may ignore the first complication rolled on a Sneak test you attempt while in dim light or darkness.

INVENTORY

Syringer rifle, 4 Syringer ammo (Berserk), Sawed off double-barrel shotgun, Serrated combat knife, 2CD Forage, Shadowed left leg leather armor, Right leg leather armor, Sturdy raider chest piece, Road leathers, Hood, Wealth 2

Privateer Raider veteran

Level 8 Notable human, XP 120

S	P	E	C	I	A	L
7	8	7	6	5	7	6
SKILLS						
Athletics 2 (9)			Sneak 1 (8)			
Explosives 1 (9)			Speech 1 (7)			
Melee weapons* 4 (11)			Survival 2 (9)			
Pilot [boats*] 1 (3 with boats) (8, 11 with boats)			Unarmed 2 (9)			
Small guns* 4 (11)			*Tag skill			
HP		INITIATIVE		DEFENSE		
21		17		1		
CARRY WEIGHT		MELEE BONUS		LUCK POINTS		
220		+1CD		3		
PHYS. DR	ENERGY DR		RAD. DR		POISON DR	
2 (all)	2 (all)		0		0	
ATTACKS						
Unarmed: [TN 9/2] 3 CD Physical						
Trident (spear): [TN 11/4] 5CD Physical, Piercing 2, Throwing, Range Medium, Two-handed						
Combat rifle: [TN 11/4] 5CD Physical, Range M, Fire rate 2, Two-handed						
Molotov cocktail: [TN 9/1] 3CD Energy, Blast, Persistent [fire], Throwing, Range M						
SPECIAL ABILITIES						
Let rip: Once per combat, the Raider may ‘let rip’ with a volley from their combat rifle. This adds the weapon’s Fire Rate of 2 to the weapon’s damage for a single attack (for 7 CD total)						
Pirate: A privateer treats pilot skill checks when driving boats as a tag skill adding 2 ranks.						
In charge: A raider veteran may spend a minor action to order a Privateer raider of lower level within Close range to immediately perform a minor action. Alternatively, they may spend a major action to order another raider to take a major action immediately.						
INVENTORY						
Spike armor, Combat rifle, Trident (Spear), Molotov cocktail, Jet, Wealth 2						

Privateer raider

Level 2 Normal human, XP 17

S	P	E	C	I	A	L
6	5	6	4	5	6	4
SKILLS						
Melee weapons* 2 (8)			Survival 1 (7) (6 perception)			

Pilot [boats*] 2 (4 with boats) (8, 10 boats)		Unarmed 2 (8)	
Repair 1 (6)			
Small guns* 2 (8)			
Sneak 1 (7)		*Tag	
HP	INITIATIVE		DEFENSE
8	11		1
CARRY WEIGHT	MELEE BONUS		LUCK POINTS
210	-		-
PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (arms, torso)	1 (arms, torso)	0	0
ATTACKS			
Unarmed: [TN 8/2] 2CD Physical			
Machete: [TN 8/2] 3CD Physical, Piercing 1			
Pipe gun: [TN 8/2] 3CD Physical, Range C, Fire rate 2, Close quarters, Unreliable			
SPECIAL ABILITIES			
Let rip: Once per combat, the Raider may 'let rip' with a volley from their Pipe Gun. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 5 CD total)			
Pirate: A privateer treats pilot skill checks when driving boats as a tag skill adding 2 ranks.			
INVENTORY			
Road leathers, Pipe gun, Machete, Wealth 1			

Bayou Butchers



The Bayou butchers is one of the most feared raider gangs in the Bayou. Wearing masks and hoods to conceal their faces, they strike like ghosts mercilessly and gruesomely slaughtering their prey with sadistic glee. They revel in torturing their enemies by cutting off their limbs and watch them bleed out, sometimes leaving their dismembered, still living bodies as bait for swamp creatures. Unlike the other swamp raiders, the Gatorfiends, the Bayou butchers rarely practice cannibalism. They decorate their territory with the gruesome remains of their victims, or sometimes even their still living mangled bodies, impaled on spikes, or crucified on trees. The grizzly totems often attract swampland predators. The Butchers stick to themselves and almost never venture out of the bayou except for in dire circumstances. As such their victims mostly consist of tribals and swampers, with the occasional brave traveller or explorer. The butchers never speak to their victims, only staring at them with cold dead eyes.

Butcher raider

Level 8 normal human, XP 60

S	P	E	C	I	A	L
8	6	6	4	5	6	4
Skills						
Athletics 1			Sneak* 4			
Melee weapons* 4						
Survival 3						
Small guns 2						
Unarmed 3			*Tag skill			
HP		INITIATIVE			DEFENSE	
14		12			1	
CARRY WEIGHT		MELEE BONUS			LUCK POINTS	
230		+1CD			-	
PHYS. DR		ENERGY DR		RAD. DR		POISON DR
2 (Torso, arms, legs)		2 (Torso, arms, legs)		2 (head)		-
ATTACKS						
Unarmed (Unarmed+STR) (TN 11) 3CD Physical damage						
Serrated machete (Melee+STR) (TN 12) 6CD Physical damage, Persistent						
Sawed-off double-barrelled shotgun (Small guns+AGI) (8) 6CD Physical damage, Vicious, Spread, Inaccurate, Close quarter, Range C						
SPECIAL ABILITIES						
Gruesome display: Anyone witnessing a bayou butcher causing an injury or killing someone, increase their difficulty to attack that butcher by one for one turn. If you where the target the difficulty increases by 2.						
Bayou ghost: A Bayou butcher ignores difficult terrain in swamplands and similar terrain and may reroll 1d20 on all sneak tests. Any melee sneak attacks made in such terrain by the butcher deals +2CD damage.						
Butcher: Anytime a bayou butcher causes an injury they cause one additional injury to a random location.						
INVENTORY						
Serrated machete, Sawed-off double-barrelled shotgun, Welded raider armor (arms, legs, torso), Sack hood, Wealth 2						

Butcher hunter

Level 12 notable human

S	P	E	C	I	A	L
8	9	8	5	6	9	5
Skills						
Athletics 2			Small guns 3			
Melee weapons* 5			Explosives 2			
Survival* 5						
Unarmed 2						
Sneak* 5						
HP		INITIATIVE			DEFENSE	
25		20			2	
CARRY WEIGHT		MELEE BONUS			LUCK POINTS	
190		+1CD			3	

Javelin (Throwing+AGI) (TN 11) 3CD Physical damage, Piercing 1, Supressed, Thrown (M)
SPECIAL ABILITIES
Gruesome display: Anyone witnessing a bayou butcher causing an injury or killing someone, increase their difficulty to attack that butcher by one for one turn. If you where the target the difficulty increases by 2. Bayou ghost: A Bayou butcher ignores difficult terrain in swamplands and similar terrain and may reroll 1d20 on all sneak tests. Any melee sneak attacks made in such terrain by the butcher deals +2CD damage. Butcher: Anytime a bayou butcher causes an injury they cause one additional injury to a random location. Impale: Once per combat the reaver can fire his harpoon gun for 1 AP. Rip apart: Anytime the reaver cause an injury with a melee or unarmed attack that enemy suffers an additional 2CD vicious damage ignoring DR to a random location. Swampfolk blood: The reaver has an innate resistance to poison and radiation and you need to deal 7+ points of damage in a single attack to cause an injury on a reaver. Swamp rage: When a reaver enters a combat scene he generates 1 AP. Every time the reaver cause an injury, sustains an injury or kills someone, he generates one AP.
INVENTORY
Deathclaw gauntlet, Welded heavy raider armor (arms, legs, torso), Javelins 3CD, Harpoon gun, Welders visor, Wealth 3

Black Hand Mafia



The Black Hand is a criminal syndicate operating out of Nola city where they control much of the crime and vices in the city under the supervision of their Godfather.

Black Hand hitman

Level 9 Notable human

S	P	E	C	I	A	L
6	8	7	5	7	9	5
SKILLS						
Barter 2 (TN 7)			Sneak* 4 (TN 13)			
Lockpick 2 (TN 10)			Speech 1 (TN 6)			

Melee weapons* 3 (TN 9)		Throwing 3 (TN 12)	
Science 2 (TN 9)		Unarmed 3 (TN 9)	
Small guns* 4 (TN 13)		*Tag skill	
HP	INITIATIVE		DEFENSE
23	17		2
CARRY WEIGHT	MELEE BONUS		LUCK POINTS
210	-		3
PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (body, arms, legs)	2 (body, arms, legs)	-	-
ATTACKS			
Unarmed (9) 3CD Physical .22 Pistol (13) 6CD Physical, Fire rate 3, Concealed, Suppressed, Reliable Switchblade (9) 2CD Physical, Piercing 1 Throwing knife (11) 2CD Physical, Piercing 1, Suppressed, Concealed, Thrown [C]			
SPECIAL ABILITIES			
Assassin: When you make a sneak attack with a silenced or suppressed weapon or a melee weapon or unarmed attack, the damage is increased by +2CD. Let rip: May spend 1 AP to add the fire rate of his weapon with a ranged weapon. Formal clothing: Reroll 1d20 when making CHA test once each turn.			
INVENTORY			
Ballistic weave 2 formal clothing, Knuckles, Pistol (.22 Silenced pistol with advanced receiver, Comfort grip and Quick eject magazine), Throwing knives, Stealth boy, Whiskey, Mentats, Switchblade, Wealth 3			

Black Hand Arms dealer

Level 8 notable human

S	P	E	C	I	A	L
7	7	8	8	6	9	5
SKILLS						
Barter* 5 (TN 13)			Small guns* 5 (TN 14)			
Big guns 1 (TN 9)			Sneak 1 (TN 10)			
Explosives* 5 (TN 12)			Speech 1 (TN 9)			
Melee 1 (TN 8)			Unarmed 1 (TN 8)			
HP		INITIATIVE			DEFENSE	
21		18			2	
CARRY WEIGHT		MELEE BONUS			LUCK POINTS	
220		+1CD			3	
PHYS. DR	ENERGY DR		RAD. DR		POISON DR	
2 (all)	2 (all)		-		-	
ATTACKS						
UNARMED: STR+Unarmed (TN 8) 3CD Physical damage						
.45 Auto-Pistol (with automatic receiver and large magazine) (TN 14) 4CD Physical damage, Burst, Fire rate 5, Close range, Close quarter, Inaccurate, Unreliable						
Switchblade (TN 8) 3CD physical damage, piercing 1						
SPECIAL ABILITIES						
Arsenal: Spend 1 Luck point per item rarity to gain one weapon for one scene.						
Let Rip: May use this ability by spending 1 AP.						

Shield of bullets: After using the let rip ability the arms dealers defense is increased by 1 until the start of his next turn.

Protect the merchandise: Any Black hand mafia in the arms dealers armory get 1 AP at the start of every combat turn or 2 if they are outnumbered.

INVENTORY

.45 Auto-Pistol (with automatic receiver and large magazine), Formal clothing with ballistic weave, Formal hat with ballistic weave, Pocket watch worth 50 caps or 3 scraps, Switchblade, Fragmentation grenades (2), Bottle of Whiskey, 35 Caps

Black hand enforcer

Level 6 notable human

S	P	E	C	I	A	L
6	7	6	7	6	8	5
SKILLS						
Barter* 4 (TN 11)			Melee 1 (TN 7)			
Big guns 1 (TN 7)			Small guns* 3 (TN 9)			
Explosives* 3 (TN 10)			Speech 2 (TN 9)			
Lockpick 1 (TN 8)			Unarmed 3 (TN 9)			
HP		INITIATIVE			DEFENSE	
17		15			1	
CARRY WEIGHT		MELEE BONUS			LUCK POINTS	
210		-			5	
PHYS. DR		ENERGY DR		RAD. DR		POISON DR
2 (all)		2 (all)				
ATTACKS						
Knuckles: STR+Unarmed (TN 9) 3 CD Physical damage						
.44 Magnum: AGI+Small guns (TN 11) Small guns, 8 CD vicious physical damage, Fire rate 1, Close range, Reliable, Close Quarters						
Switchblade Melee+STR (TN 7) 2 CD, Piercing 1, Physical damage						
Aluminium baseball bat Melee+STR (TN 7) 5 CD Physical damage						
SPECIAL ABILITIES						
Kneecapper: Johnny can spend a point of Luck to automatically cause an injury to a leg when dealing damage to the leg location. He does not increase the difficulty of attacks when targeting legs.						
A world of pain: The enforcer can spend 1 AP to add the stun effect to one of his attacks.						
Strong willed: The enforcer starts each new scene with a personal pool of 4 AP.						
Payback: Any attack the enforcer makes against someone that has wronged him gain the Vicious quality.						
INVENTORY						
Ballistic weaved formal clothing, Ballistic weaved Fedora, Powerful bull barrel comfort .44 magnum, Switchblade, Knuckles, Aluminium baseball bat, Bottle of bourbon, Stimpak, Wealth 2						

Black Hand Thug

Level 4 Normal Human (31 XP)

S	P	E	C	I	A	L
8	5	6	4	4	6	4

SKILLS			
Melee weapons* 3 (TN 11)		Unarmed 2 (TN 10)	
Small guns* 3 (TN 9)		-	
Sneak 2 (TN 8)		-	
Speech 2 (TN 6)		-	
HP	INITIATIVE		DEFENSE
10	11		1
CARRY WEIGHT	MELEE BONUS		LUCK POINTS
230	+1D		-
PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (Body, arms, legs)	2 (Body, arms, legs)	-	-
ATTACKS			
Unarmed: (TN 10) 4CD Physical Switchblade: (TN 11) 3CD Physical, Piercing 1, Concealed Baseball bat: (TN 11) 5CD Physical, Two-handed .44 Pistol: (TN 9) 6CD Physical damage, Fire rate 1, Close, Vicious, Close quarters Sawed-off double barrel shotgun: (TN 9) 5CD Physical damage, Fire rate 0, Close, Spread, Vicious, Inaccurate, Close quarters Full stock submachine gun with extended magazine: (TN 9) 3CD Physical damage, Fire rate 4, Close range, burst, unreliable, two-handed			
SPECIAL ABILITIES			
Intimidate: The thug may use a major action in combat to threaten an enemy within Medium range, using a STR + Speech test with a difficulty of 2. If successful, that enemy must move away from the thug during their next turn (though they can take any other actions they wish). Brutal beating: The Thug can spend 1 AP to add the Vicious quality to one melee or unarmed attack once each turn. Let rip: Once per combat, the thug may 'let rip' with a volley from their submachine gun or .44 pistol. This adds the weapon's Fire Rate of 1 for the .44 and 4 for the Submachine gun to the weapons damage for a single attack. Pin-striped suit: Wearing a pin-striped suit allows you to re-roll a single d20 on one CHA-based skill test you make each scene, as the clothing helps you make a good first impression. Fedora: Wearing a Fedora allows you to re-roll a single d20 on one CHA-based skill test you make each scene, as it helps you make a good first impression.			
INVENTORY			
A switchblade or a baseball bat, A .44 Pistol or a Sawed-off double barrel shotgun or a full-stock submachine gun with a large magazine, Knuckles, Pin-striped suit (formal clothing) (Ballistic weave 1), Fedora (Formal hat), Wealth 1			

N.S.C (New South Confederacy)

N.S.C (New South Confederacy) Soldier

Level 5 normal human

S	P	E	C	I	A	L
7	6	7	4	4	6	4
SKILLS						
Athletics* 3 (TN 10)			Small guns* 3 (TN 9)			
Unarmed 2 (TN 9)			Sneak 1 (TN 7)			
Explosives 1 (TN 7)			Survival 1 (TN 8)			
Melee weapons 2 (TN 9)			*Tag skill			
HP		INITIATIVE			DEFENSE	
12		12			1	
CARRY WEIGHT		MELEE BONUS			LUCK POINTS	
220		+1CD			-	
PHYS. DR	ENERGY DR		RAD. DR		POISON DR	
2 (body), 1 (arms, legs)	2 (body, arms, legs)		1		-	
ATTACKS						
Unarmed (TN 9) 3CD Physical damage						
N.S.C Battle rifle (TN 9) 7CD Physical damage, Medium range, Two-handed						
Bayonet (TN 9) 5CD Piercing 1						
Combat knife (TN 9) 4CD Physical damage, Piercing 1						
Frag grenade (TN 7) 6CD Physical damage, blast, thrown (Medium)						
SPECIAL ABILITIES						
Let rip: Once per scene may spend 1 AP to increase fire rate by 2.						
Fire line: When acting as a group, once per scene, may pay AP up to the number of members of that group to a maximum of 5 AP and if they attack with a ranged weapon they may reroll up to 1CD for damage for each AP spent and the attack gains the burst and spread qualities.						
Battle formation: When acting as a group and in the same zone, the unit starts with 1 AP for every member of the group to a maximum of 5 AP at the start of any scene.						
Fire in the hole: Once per scene one soldier may pay 1 AP to throw a frag grenade.						
INVENTORY						
N.S.C Battle rifle (Combat rifle with powerful receiver, full stock and bayonet), Frag grenade Combat armor chest, Leather arms, Leather legs, N.S.C Cap (casual hat), N.S.C uniform (as B.O.S uniform), Combat knife, Road leathers, Wealth 1						

N.S.C (New South Confederacy) Commando

Level 10 notable human

S	P	E	C	I	A	L
9	7	9	4	5	9	6
SKILLS						
Athletics* 4			Small guns* 4			
Unarmed 2			Sneak 3			
Explosives 3			Survival 1			
Melee weapons * 4			*Tag skill			
HP		INITIATIVE			DEFENSE	
25		18			2	
CARRY WEIGHT		MELEE BONUS			LUCK POINTS	

240		+2CD		3
PHYS. DR	ENERGY DR	RAD. DR		POISON DR
4 (all)	4 (all)	-		-
ATTACKS				
Unarmed (TN 11) 4CD Physical damage				
N.S.C Assault rifle (TN 13) 7CD Physical damage, Burst, Medium range, Two-handed				
Serrated Combat knife (TN 13) 6CD Physical damage, Piercing 1, Persistent				
Frag grenade (TN 10) 6CD Physical damage, blast, thrown (Medium)				
SPECIAL ABILITIES				
Let rip: Once per scene may spend 1 AP to increase fire rate by 3.				
Suppressive fire: Once per combat as a major action the commando may shot a weapon with a fire rate of 2 or higher to keep enemies at bay. He may pay AP up to the weapons fire rate. Until the start of the commandos next turn, enemies trying to move closer to the commando must spend AP an equal amount of AP or suffer an attack from the commando. This attack is made at one higher difficulty than normal.				
Hunker down: While behind cover the commando's defense is increased by 1.				
Aggressive: When entering a new combat scene adds 1 AP to the pool.				
Fire in the hole: Once per scene the commando may pay 1 AP to throw a frag grenade.				
INVENTORY				
N.S.C Assault rifle, Frag grenade Sturdy combat armor (all locations), N.S.C uniform (as B.O.S uniform), Serrated combat knife, Wealth 3				

Other NPC's



Arthur Grass, The Axeman of New Orleans

The Axeman is a notorious serial killer that has plagued Nola for years. He seems to disappear for long periods of time before suddenly striking when people have let down their guard. His victims seems random and no one knows his motive.

Level 15 major human

S	P	E	C	I	A	L
10	7	8	8	7	9	8
SKILLS						
Athletics 3 (TN 13)				Sneak* 6 (TN 15)		
Lockpick* 4 (TN 13)				Speech 3 (TN 11)		

Melee weapons* 6 (TN 16)		Throwing* 3 (TN 12)	
Science 3 (TN 10)		Unarmed 3 (TN 13)	
HP	INITIATIVE		DEFENSE
31	20		2
CARRY WEIGHT	MELEE BONUS		LUCK POINTS
250	+2 CD		8
PHYS. DR	ENERGY DR	RAD. DR	POISON DR
-	-	-	-
ATTACKS			
UNARMED: STR+Unarmed (TN 13) 4 CD Physical damage Axeman's axe: STR+Melee (TN 16) 6 CD Physical damage, Piercing 1, Vicious, Reliable, Debilitating Tomahawk: AGI+Throwing (TN 12) 4 CD Piercing 1, Physical damage			
SPECIAL ABILITIES			
Bloody mess: As the Perk Terrifying presence rank 2: As the Perk Ninja: As the perk Night person: As perk Tenacious slasher: You need to deal 7+ damage in a single attack to cause an injury to the axeman. The axeman can ignore the penalties of an injury for 1 scene by paying 1 AP. Unstoppable killer: Can spend up to 5 AP at the start of a scene to gain an equal amount of DR, ER, RR and PR for the rest of the scene. Hack and slash: The axeman add the Vicious and Debilitating quality to all attacks with his axe. Demon of New Orleans: The Axeman has a personal pool of 6 AP that he gains at the start of every scene. Thrill of the kill: Anytime AP is generated through attack rolls with his axe it generates 1 additional AP. Anytime the axeman causes an injury with his axe he gain 2 AP and anytime he kills someone with his axe he generates 3 AP.			
INVENTORY			
Axeman's axe, Formal clothing, Formal hat, Tomhawks (3), Stimpak, Bottle of bourbon, 1 Dose of Psycho, Saxophone (Junk), 50 Caps			

Granny



Granny is the tough-as-nails proprietor of the popular water hole known as the Bourbon Shack. She's famous for her signature dish; Granny's Gumbo.

Level 7 Notable human, XP 104

S	P	E	C	I	A	L
5	8	5	8	9	5	6

SKILLS			
Barter* 4 (TN 12)		Small guns 3 (TN 8)	
Medicine 2 (TN 11)		Sneak 3 (TN 8)	
Melee weapons 1 (TN 6)		Speech* 4 (TN 12)	
Unarmed 3 (TN 8)		Survival* 4 (TN 12)	
HP	INITIATIVE		DEFENSE
21	15		1
CARRY WEIGHT	MELEE BONUS		LUCK POINTS
200	-		3
PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2	2	1	1
ATTACKS			
UNARMED: STR+Unarmed (TN 8) 2 CD Physical damage Double-barrelled shotgun: (TN 8) 5 CD Physical damage, Fire rate 0, Close range, Spread, Vicious, Two-handed, Inaccurate Rolling pin: (TN 6) 3 CD Physical damage			
SPECIAL ABILITIES			
Old: Granny's not as spry as she used to be and roll one less D20 on all STR and AGI tests except for ranged attacks, but she's grown wise with age and roll one bonus D20 on all INT, PER and CHA tests. Granny's cunning: Granny starts each combat with a personal pool of 4 AP. Tough: Granny receives a +1 bonus to all resistances and +4 HP from her years of hard living and she is only injured when dealt 6 or more damage in a single hit. Additionally, she can ignore an injury by spending 1 AP as a minor action for the rest of her turn. Packs a wallop: Granny can spend 1 AP to add vicious to her next unarmed or melee attack.			
INVENTORY			
Tough clothing, Rolling pin, Double-barrelled shotgun, Bourbon, Mirelurk cake, Stimpak, Granny's gumbo recipe, Wealth 2			

William Hillock (“The Bargeman”)



The Bargeman is one of the few residents that dares to travel into the uncontrolled areas of the city and he offers his services and boat to those willing to pay.

Level 6 Notable human, XP 90

S	P	E	C	I	A	L
6	8	9	4	5	6	7
SKILLS						

Athletics 1 (TN 7)		Repair 2 (TN 7)					
Barter 1 (TN 5)		Small guns 2 (TN 8)					
Melee weapons 2 (TN 8)		Sneak* 4 (TN 10)					
Pilot* 4 (TN 12)		Survival* 4 (TN 13)					
HP		INITIATIVE		DEFENSE			
22		16		1			
CARRY WEIGHT		MELEE BONUS		LUCK POINTS			
210		-		4			
PHYS. DR		ENERGY DR		RAD. DR		POISON DR	
1 (arms, legs, torso)		1 (arms, legs, torso)		1 (arms, legs, torso)		-	
ATTACKS							
Unarmed: STR+Unarmed (TN 6) 2 CD Physical damage							
Oar (Board): STR+Melee (TN 8) 4 CD Physical damage, Two-handed							
Double-barreled shotgun: AGI+Small guns (TN 8) 5 CD physical damage, Fire rate 0, Range Close, Spread, Vicious, Inaccurate, Two-handed							
Flare gun: AGI+Small guns (TN 8) 3 CD Physical damage, Fire rate 0, Medium range, Reliable							
SPECIAL ABILITIES							
River guide: Bargeman reduce all difficulties of Survival checks to navigate rivers and wetlands by 1.							
River hunter: Bargeman deals +1CD damage against creatures with the Aquatic trait.							
Bargeman: Bargeman roll one additional D20 when using Pilot to operate boats.							
INVENTORY							
Heavy coat, Double barrel shotgun, Flare gun, Oar (Board), Whiskey, Cooked Mirelurk meat, Wealth 2, 16 pieces of junk, Paris rose (Barge)							

The Botanist (Spore Overlord) (Dirt290)



Somewhere, deep within vault 22, lies a man completely enveloped by spores and roots, and yet retains sentience, constantly working in his mutated greenhouse. If you ever got a chance to speak with him, he would call himself the "avatar" of mother nature.

Level 17 mutated human, major character (XP 327)

S	P	E	C	I	A	L
10	10	10	4	10	10	8
SKILLS						
Science* 5			Melee 5			

Medicine* 5		Small guns 4					
Survival* 5		Explosives 5					
Big guns* 5		*Tag skill					
HP		INITIATIVE		DEFENSE			
43		20		2			
CARRY WEIGHT		MELEE BONUS		LUCK POINTS			
250		+2CD		8			
PHYS. DR		ENERGY DR		RAD. DR		POISON DR	
1 (all)		0		IMMUNE		IMMUNE	
ATTACKS							
Spore-Burst (Per+small guns): (TN15), Range C, 9CD Poison damage, persistent(poison), blast, (Effect from spore-swapper)							
Gatling flower (Str+Big guns): (TN15) 2CD Physical damage, burst, two-handed, Gatling, inaccurate persistent(poison)							
Grass Blade (Str+Melee weapons): (TN15) 6CD Physical damage, piercing 1, parry							
Explosive seed pods (Per+explosives): (TN15) CD6 physical damage, blast, thrown(M), persistent(poison)							
Pitcher blunderbuss (Per+small weapons:) (TN15) 5CD poison damage, spread, persistent(poison), two-handed, unreliable, inaccurate							
SPECIAL ABILITIES							
Grasping Vines: The spore-overlords tendrils grasp and grapple anyone within reach. If within reach of a hostile Spore-overlord, a character must spend 1AP to be able to move away from the Spore-overlord.							
Overgrowth: For 1ap and a minor action, the Spore-overlord can make a barrier out of vines (1CD defense), along with filling the zone it's in full of roots, requiring 1 ap to navigate.							
Natural healing: For every 3 points of poison damage taken/for every turn within a spore cloud heal 1 HP. If it has any Injuries, it may spend 2 AP in order to remove a single Injury as a minor action. This ability stops if the Spore-overlord is dead.							
Spores: When a spore-overlord is damaged roll a CD at the end of each of its turns or if reduced to 0 HP. On an effect, the spore-overlord explodes and is destroyed using its Spore burst attack on anyone in its zone. Anyone damaged by the spore-overlord's Spore burst attack must roll an END+Survival check difficulty 2 or contract Spore infection.							
Spore-swapper: As a minor action, the Spore-overlord may swap its spore attack, replacing its current effect with these listed: Vicious, stun, radioactive.							
Ambush: A Spore-overlord has a TN of 10 for Sneak tests, and rolls +1d20 on sneak attacks. In areas of vegetation all difficulties to notice a spore-overlord is increased by 1.							
Let rip: Once per combat, the Spore-overlord may 'let rip' with a volley from their Gatling flower. This adds the weapon's Fire Rate of 6 to the weapon's damage for a single attack (for 14CD total).							
INVENTORY							
Super-growth recipe, mutated seed pouch (every type of seed), 6CD common materials, +1CD per AP spent, with each effect granting uncommon materials, 4 food loot rolls, Wealth 8							

The Super-Growth recipe allows a character to create the Botanist's strange plant weapons at a Chemistry station. Unlike most weapons these weapons aren't crafted but grown using very specific combinations of ingredients mixed with the super-growth serum to grow special modified versions of the plant weapons.

Spore overlord weapons

These strange weapons pulsate and moves when wielded. Prolonged use of these weapons has been known to infect the user with spores slowly turning them into spore carriers. The weapons also tend to wrap their roots around the wielders arms sometimes even piercing the skin as if trying to take root in the wielders flesh. These weapons require to be planted in soil for at least 1 hour each day and must be fed 1 purified water or a beverage causing radiation each day to be kept alive. Each day without nutrients the weapon loses 1CD damage. If reduced to 0 damage the weapon withers and dies. The damage is restored 1CD for each day the plant is fed.

Weapon	Skill	Damage rating	Ammo	Damage effects	Damage type	Fire rate	Range	Qualities	Weight
Dandelion knock volley	Small guns	5CD	Nutrient pouches	Persistent (poison)	Physical	2	Close	Unreliable, Inaccurate, Spread	2
Grass blade	Melee	4CD	-	Piercing 1, Persistent (bleeding)	Physical	-	-	Parry	1
Pitcher blunderbuss	Small guns	5CD	Nutrient pouch	Spread, Stun, Persistent (Poison)	Poison	0	Close	Two-handed, Overloading, Two-handed, Inaccurate, Unreliable	2
Gatling flower	Big guns	2CD	Extra strength fertilizer	Burst, Persistent (Poison)	Physical	6	Medium	Two-handed, Gatling, Inaccurate	15

Spore overlord mods

Each weapon takes one week to grow and requires a chemistry station, 2 bottles of purified water, a dose of super-growth serum, and the seed of the plant to be grown. Additionally, the plant needs radiation to grow and must be grown in a radiated area for the entire process. Alternatively, you can add radiated materials (1 rare material or beverage/food that cause radiation) each day instead. You can add mods to the weapon during the planting process but once the plant has started to grow the mods can't be changed and you can never add any other mods after the initial planting process. The additional materials needed to modify the plant must be applied each day together with a bottle of purified water. Successfully growing a weapon has a complexity of 5, +1 complexity for each mod added, and requires a Science+INT check. All recipes are rare. All the items here are unique and can't be bought or sold.

Dandelion Knock Volley

The Dandelion knock volley is a mutated plant that, when fed via a receptacle on the back, will produce up to 4 dandelion heads, ready to fire at once. It is grown from Dandelion knock volley seeds.

Dandelion Knock volley mods:

- **Receiver:** Barrel growth, Powerful seeds, Thorny seeds
- **Barrel:** Extended, Petal fins
- **Grip:** Soft flowerbed grip
- **Muzzle:** Sharpened roots

Grass Blade

The grass blade is a mutated patch of razor-sharp grass with a small dirt pile as a hilt and roots as a grip, this graceful sword will strike your foes down.

Grass blade mods

- **Toxic coating**, **Rod-shaping brace**, **Enhanced crown**, **Growth stunting**, **Aloe-vera grafting**

Pitcher blunderbuss

The pitcher blunderbuss resembles an enlarged pitcher flower that can fire paralyzing pollen.

Special rules:

Overloading: The pitcher blunderbuss can be overcharged by using more ammunition. Each additional nutrient pouch used increase the damage dealt by +1CD to a maximum of +3CD, but also increase the complication range of the weapon by 1 for every dose spent. If at least two complications are rolled when attacking with an overcharged weapon, the weapon explodes in the wielders hand destroying the weapon and dealing the weapons damage to the wielder instead of the target.

Pitcher blunderbuss mods

- **Magazine:** Extra loading, Allergens
- **Muzzle:** Sharpened roots, Plated pollen

Gatling flower

The gatling flower is a genetically modified sunflowers that'll show you the true meaning of flower power.

Gatling flower mods

- **Magazine:** Miracle grow, Grow-max, Fast-fertilizer
- **Pistil:** Pointed petals, Pesticides
- **Stem:** Growth stunting

Spore overlord recipes

MOD	EFFECT	MATERIALS	REQUIREMENTS
Receiver mods			
Barrel growth	+1 Fire rate	1 Common material	Science! 1
Powerful seeds	+2 CD	1 Uncommon material	Science! 2

Thorny seeds	+1 CD, Add vicious	1 Uncommon material	Science! 2
Barrel mods			
Extended	Increase range by one step	1 Common material	Science! 1
Petal fins	+1CD, Increase range by one step	1 Uncommon material	Science! 3
Grip mods			
Soft flowerbed grip	Remove inaccurate	1 Common material	Science! 1
Muzzle mods			
Sharpened roots	Gain the melee weapon attack sharpened roots that deals 4CD physical damage, piercing 1	1 Common material	Chemist
Plated pollen	Changes damage type to Physical	1 Uncommon material	Science! 1
Magazine mods			
Extra loading	The weapon can be overcharged with up to 2 extra CD	1 Common material	Science! 1
Allergens	+2CD against humans	1 Uncommon material	Science! 1
Miracle-grow	+1CD, +1 Fire rate	1 Uncommon material	Science! 2, Chemist
Grow-max	+1CD	1 Common material	Science! 1
Fast-fertilizer	+1 Fire rate	1 Common material	Science! 1
Pistil			
Pointed petals	Gain the melee weapon attack pointed petals that deal a number of CD physical damage equal to the weapons fire rate	1 Uncommon material	Science! 2
Pesticides	+2CD against insects	1 Common material	Chemist
Stem			
Growth-stunting	-1 range and fire rate, remove two-handed, add unreliable and close quarters	1 Uncommon material	Science! 1, Chemist
Melee mods			
Toxic coating	+1CD, persistent damage changes to poison	1 Common material	Science! 1
Rod-shaping brace	Remove piercing and persistent, add stun	1 Uncommon material	Science! 2
Enhanced crown	+2CD, add two-handed, remove parry	1 Uncommon material	Science! 2

Growth stunting	-2CD, add stun, +3CD on sneak attacks	1 Uncommon material	Science! 2
Aloe-vera grafting	+1CD, add vicious	1 Common material	Science! 2

New Ammunition and chemical items

Nutrient pouch

Nutrient pouches are grown just like the weapons but produces plants that grow Nutrient pouch fruits that are the ammunition.

Extra-strength fertilizer

Extra-strength fertilizer is added to the plant during the feeding process. It can be created through a complex chemical process requiring the dung of a radioactive creature such as the many glowing variants that can be found in the wasteland, and a few drops of the super-growth serum. The fertilizer work identical as a fusion core but can only be used as ammunition for the Gatling sunflower.

Super-Growth serum

The super-growth serum is an extremely potent mixture that rapidly mutates and enhances plants. It can be used on special genetically modified seeds to create strange and unusual plants that can be used as weapons, or it can be used to enhance the growth of normal plant life. If one dose is used on a patch of land, the yield of the growth will be twice normal, and the plant will grow to full maturity in just one week. If given to a plant creature it works as the Jet Fuel Chem but lasts twice as long.

ITEM TYPE	QUANTITY	MATERIALS	REQUIREMENTS	WEIGHT
Nutrient pouch	6+3CD	1 Common material	Science! 1	<1
Extra-strength fertilizer	1	1 Rare material, 1 dose of super-growth serum	Science! 2, Chemist	1
Super-growth serum	1+2CD	2 Rare materials, 1 Nuka Cola Quantum, 1 Irradiated blood	Science! 2, Chemist	<1

Food

ITEM	HP HEALED	OTHER EFFECTS	IRRADIATED?	WEIGHT	COST	RARITY
Angler meat	3	-	1CD	<1	10	4
Angler stalk	6	-	1CD	<1	32	4
Bird egg	3	-	1CD	<1	10	0
Bird meat	2	-	-	<1	6	0
Cooked angler meat	3	-	-	<1	15	4
Cooked bird meat	2	-	-	<1	8	1
Cooked equidae meat	3	-	-	<1	47	1
Cooked gatorclaw meat	9	-	-	1	160	6
Cooked mantis egg	3	-	-	<1	11	2
Cooked mantis leg	3	-	-	<1	9	1
Cooked radrat meat	1	-	-	<1	4	0
Cooked radstork meat	3	-	-	<1	12	1

Cooked radtoad egg	3	-	-	<1	9	2
Cooked varmint meat	1	-	-	<1	2	0
Cooked viper meat	2	-	-	<1	9	3
Equidae meat	3	-	1CD	<1	32	6
Equidae steak	10	+2 Max HP next scene	-	<1	64	6
Dolphin Sashimi	8	Immediately add 1 AP to the group pool	1CD	<1	20	2
Gatorclaw gumbo	16	+2CD on melee damage next scene, Breathe under water next scene	-	1	300	7
Gatorclaw meat	9	-	1CD	1	150	5
Gulper innards	4	-	1CD	<1	102	4
Gulper slurry	12	Stealth as stealth boy first turn of next scene	-	<1	320	5
Honeycomb	2	+1 AP at the start of the next scene	1CD	<1	10	2
Honey	5	+1 AP at the start of next scene	1CD	<1	15	2
Mantis egg	3	-	1CD	<1	9	2
Mantis egg omelette	4	+2 Initiative until end of next scene	-	<1	22	2
Mantis leg	3	-	1CD	<1	7	1
Mutton Chops	8	Deal +1CD additional melee damage until the end of the end scene	1CD	1	40	2
Radrat meat	1	-	1CD	<1	2	0
Radrat steak	4	Reroll 1d20 on PER rolls next scene	-	<1	12	0
Radstork egg	3	-	1CD	<1	9	1
Radstork filet	6	+2 Initiative next scene	-	<1	36	2
Radstork meat	3	-	1CD	<1	9	1
Radstork omelette	7	+1 Max AP next scene, +1 Initiative next scene	-	<1	49	1
Radtoad egg	3	-	1CD	<1	12	2
Radtoad egg omelette	6	+2 Energy resistance for next scene	-	<1	48	2
Roasted mantis leg	5	Reroll 1d20 on AGI tests for next scene	-	<1	37	2
Royal jelly	7	+2 AP at the start of the next scene	1CD	<1	50	3
Scrambled bird eggs	5	+1 Max HP next scene	-	<1	15	0
Seafood Platter	15	All Athletics tests involving swimming, or other movements through water, is reduced by 1 until the end of the next scene	2CD	2	65	4
Spore pod	4	+2 Poison resistance for next scene	1CD	<1	25	2
Spore pod soup	5	+2 Poison resistance next scene	-	<1	35	2
Varmint meat	1	-	1CD	<1	3	0
Varmint stew	3	Max HP +1 following scene	-	<1	15	0
Viper meat	2	-	1CD	<1	8	3
Viper skewer	7	+2 Poison resistance next scene	-	<1	49	3

Recipes

The following items are made at the cooking station:

COOKING ITEM	MATERIALS	COMPLEXITY	PERKS	SKILL	RARITY
Cooked angler meat	Angler meat x2	1	-	Survival	Uncommon
Cooked bird meat	Bird meat x1	1	-	Survival	Common
Cooked equidae meat	Equidae meat x1	1	-	Survival	Rare
Cooked gatorclaw meat	Gatorclaw meat x1	1	-	Survival	Rare
Cooked Mantis egg	Mantis egg x1	1	-	Survival	Common
Cooked Mantis leg	Mantis leg x1	1	-	Survival	Common
Cooked radrat meat	Radrat meat x1	1	-	Survival	Common
Cooked radstork meat	Radstork meat x1	1	-	Survival	Common
Cooked radtoad egg	Radtoad egg x1, Dirty water x1	1	-	Survival	Common
Cooked varmint meat	Varmint meat x1	1	-	Survival	Common
Cooked viper meat	Viper meat x1	1	-	Survival	Common
Dolphin Sashimi	Sea Creature Meat Razorgrain	2	-	Survival	Rare
Equidae steak	Equidae meat x1	2	-	Survival	Rare
Gatorclaw gumbo	Gatorclaw meat x1, Tato x2, Softshell mirelurk meat x1	5	-	Survival	Rare
Gulper slurry	Gulper innards x3, Purified water x1, Uncommon material x3, Rare material x1	5	-	Survival	Rare
Mantis egg omelette	Mantis egg x2	2	-	Survival	Common
Mutton Chops	Sheepsquatch Meat x1 Common Material x1	2	-	Survival	Uncommon
Radrat steak	Radrat meat x1	1	-	Survival	Uncommon
Radstork filet	Radstork meat x1	1	-	Survival	Uncommon
Radstork omelette	Radstork egg x2	2	-	Survival	Uncommon
Radtoad egg omelette	Radtoad egg x1	1	-	Survival	Uncommon
Roasted mantis leg	Mantis leg x1	1	-	Survival	Common
Scrambled bird eggs	Bird egg x2	2	-	Survival	Common
Seafood Platter	Ghoul Whale Meat Sea Creature Meat x2 Razorgrain x2	3	-	Survival	Rare
Spore pod soup	Spore pod x1, Dirty water x1	2	-	Survival	Uncommon
Varmint stew	Varmint meat x3	1	-	Survival	Common
Viper skewer	Viper meat x2	2	-	Survival	Common

Monster templates

The following table lists abilities that can be added to any creature that meets the requirements. There are no limit to how many additional abilities a creature can have, but each ability modifies the base creatures XP as shown in the table.

Name	Effect	Creature types	XP adjustment
Albino	+1 DR and ER and +1 HP per level, +2 DR and ER for mighty creatures and +3 DR and ER for Legendary creatures	Animals, Mutated creatures	+1 per level, +2 per level (mighty), +3 per level (Legendary)
Alpha	May pay 2 AP to summon one normal creature of same type. All creatures of same type in the same zone as the alpha may reroll 1d20 on any tests.	Animals, Mutated creatures; Mighty and Legendary only	+2 per level
Bloated	Creature heals 1 HP at the start of each turn in combat, plus one HP for every five levels.	Animals, Mutated creatures, Ghouls	+1 per level
Bloodthirsty	A bloodthirsty creature generates 1 AP each time it deals damage.	Any	+1 per level
Chameleon	Creature is under the constant effect of a Stealth boy.	Any	+2 per level
Deadly	When inflicting an injury, the creature inflicts an additional injury.	Any	+1 per level
Diseased	If any damage is suffered from a diseased creatures natural attack it counts as 2 sources of disease.	Animals, Ghouls, Insects, Mutated creatures	+1 per level
Feral	This creature acts on instinct and can't be affected by skills or abilities that influence a creature like the Wasteland Whisperer perk or the Speech skill. All of the feral creatures natural attacks deal +1CD damage.	Animals, Ghouls, Insects, Mutated creatures	+1 per level
Fetid	Creature gains Immunity to disease and poison, all of its natural attacks gain the persistent quality	Animals, Ghouls, Insects, Mutated creatures	+1 per level
Giant	The creature gains the Big ability. If it is little it instead loses that ability if it's already big the benefit of that ability is doubled (i.e., +2 HP per level and 8 damage required to wound).	Animals, Ghouls, Insects, Mutated creatures	+2 per level
Glowing	The creature gains immunity to radiation. All of its natural attacks gain the radioactive quality and every creature starting its turn within reach of a glowing creature suffers 2CD radiation damage to a random location.	Animals, Insects, Mutated creatures	+2 per level
Hideous	Making an attack against a hideous creature costs 1 AP	Animals, Ghouls, Insects, Mutated creatures	+1 per level
Institute watcher	The creature becomes a robot and gain all robot associated abilities including immunity to starvation, thirst, suffocation, poison, disease, and radiation. It can transmit and receive messages and live images from several miles away. Any skill checks to determine that the watcher is anything other than a regular creature of its kind requires a D3 PER+Science check. Replace the normal harvesting rules with; Salvage: Scavengers can salvage a destroyed Institute Watcher with a successful INT + Science test with a difficulty of 0. This yields 1 CD uncommon materials.	Any animal or Insect smaller than a human	+1 per level
Irradiated	An irradiated creature gains immunity to radiation and all its attacks gains the radioactive quality.	Any	+1 per level
Mangy	-1 DR, -1 HP per level to a minimum of 1	Animals	½ XP
Mutated	The creature gains the mutated type and may take any templates available to that type.	Animals, Humans	+0 XP
Mythic	Double the creatures HP, increase the damage of all of the creatures attacks by +1CD for every 5 levels of the creature and increase DR, ER, PR and RR by 1 for every 5 levels of the creature. A Mythic creature starts each encounter with a pool of 1 AP for every 5 levels and generate 1 AP at the start of each turn.	Legendary	Double XP
Necrotic	Creature gains immunity to disease, poison and radiation and it suffers no penalties from injuries.	Mutated creatures, Ghouls	+1 per level
Noxious	Creature gains immunity to poison. Anyone starting their turn within reach of a noxious creature suffers 2CD poison damage.	Ghouls, Insects, Mutated creatures	+1 per level
Prime	Gain +1 HP per level and increase all resistances by 1. A prime creature generates 1 AP at the start of each turn in combat.	Any Mighty or legendary	+2 per level
Prototype	May choose any template not normally available to robots.	Robots	+0 XP

Putrid	+1 HP per level	Animals, Ghouls, Insects, Mutated creatures	+1 XP per level
Rabid	Gain +1 AP when entering a new combat.	Animals, Mutated creatures	+1 XP per level
Raging	Ignores penalties for injuries. For each injury it has suffered damage is increased by +1CD and every time it suffers damage gain +1 AP.	Animals, Ghouls, Insects, Mutated creatures	+2 XP per level
Ravenous	Any bite attacks made by a ravenous creature gains the Vicious quality (or increase the damage by +1CD if it already has that quality). If the creature doesn't have a bite attack it gains one dealing 2CD vicious physical damage. Anytime a ravenous creature damages someone with their bite attack they heal 1 HP for every effect rolled.	Animals, Ghouls, Insects, Mutated creatures	+2 XP per level
Rotten	While at least one player remains in the same zone as a rotten creature, they lose 1 AP from their pool at the start of their turn.	Ghouls	+1 XP per level
Savage	A savage creature pays 1 less AP to make a second attack each turn and the difficulty of secondary attacks aren't increased.	Any	+2 XP per level
Scorched	Gains immunity to disease and radiation. Anyone damaged or touched by a scorched may be infected with the scorched plague disease.	Any living creature.	+1 XP per level
Sickly	½ the targets normal HP	Any living creature	½ XP
Stalking	The stalking creatures target number to sneak up on someone is 9 + ½ the creatures level (minimum 10) and it may reroll 1d20 on all ambush attacks.	Any	+1 XP per level
Toxic	All of a toxic creatures attacks gain the persistent effect and deal poison damage instead of their normal type.	Animals, Ghouls, Insects, Mutated creatures	+1 XP per level
Vampiric	Anytime a vampiric creature damages someone they heal 1 HP for every effect rolled. If healed at least 1 HP in this way the creature also recovers any injuries it might have sustained.	Any	+1 XP per level
Vicious	All of the creatures attacks gain the vicious quality. If they already have the vicious quality increase damage by +1 CD instead.	Any	+1 XP per level
Vile	All of a vile creatures attacks gain the debilitating effect.	Any	+1 XP per level
Virulent	Anytime someone is damaged by a virulent creatures physical melee attacks they count as having been exposed to a disease source and must immediately roll to see if they have contracted a disease.	Anytime a ravenous creature damages someone with their bite attack they heal 1 HP for every effect rolled.	+2 XP per level
Young	If the creature has the big quality, it loses that quality, if it doesn't it gains the little quality. If it's already little there are no change.	Any living	-1 XP per level

Encounter tables

Each hour of travel or each time the players explore a new location roll the number of effect dice listed in the table to see if the players encounter something. On an effect an encounter occurs.

Area	Encounter chance
Settled	1CD
Wilderness	2CD
Hostile	3CD

Danger level	Character level
Low	1-5
Moderate	6-10
High	11-15
Deadly	16+

Nola city ruins

Roll 1d20	Low danger	Moderate danger	High danger	Deadly danger
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1	Roll on aquatic creature	Roll on aquatic creature	Roll on aquatic creature	Roll on aquatic creature
2	1+2CD Wastelanders	2+1CD N.S.C soldiers	1 N.S.C officer on Equidae and 3+3CD N.S.C soldiers	1 Raider boss in raider power armor, 2+2CD raider veterans
3	1 Radrat	2+1CD radrats	3+3CD radrats and 1 mighty radrat	1 Mighty radscorpion
4	1+1CD Mole rats	2+2CD mole rats	1 mighty mole rat and 3+3CD mole rats	5+5CD feral ghouls
5	1+1CD feral ghouls	2+2CD feral ghouls	2+2CD feral ghouls, 1+1CD mighty feral ghouls	2+2CD mighty feral ghouls, 1 mighty glowing one
6	1 Eyebot	1 Protectron	1 Assaultron	1 Sentry bot
7	1 Radstag	1 Mr. Handy	2+2CD protectrons	2+1CD assaulttrons
8	1+1CD Wasteland varmint	2+2CD Chinese propaganda bots	1 Radscorpion	2+2CD radscorpions
9	1+1CD Bloatflies	1+1CD Stingwings	2+2CD Gunners and 1 Eyebot	2+2CD gunners, 1 eyebot and 1 assaultron
10	1+1CD Radroaches	2+2CD radroaches	1 Glowing one +3CD feral ghouls	4+2CD Children of atom one carrying a fatman and 1+1CD mini-nukes
11	1 Stingwing	1+1CD Bloodbugs	3+3CD bloatflies, 2+1CD stingwings and 2+1CD bloodbugs	3+1CD super mutant suiciders
12	1+1CD Mongrel dogs	2+1CD Raider psychos	1 Super mutant suicide and 2+2CD super mutants	2+2CD Mr. Gutsy's
13	1+1CD Raiders	1 Raider psycho and 1+2CD raiders	1 Raider veterans and 3+3CD raiders	1 Raider boss and 2+2CD raider scavvers
14	1 Wild Brahmin	2+1CD raider psychos	2+2CD raider scavvers	4+4CD raider veterans
15	1 Super mutant	1+1CD super mutants and 1+1CD Mutant hounds	1 Super mutant brute, 2+2CD super mutants and 2+2CD mutant hounds	1 Super mutant behemoth
16	1 + 1CD Ticks	2+2CD Ticks	1 Yao Guai	1 Mighty Yao guai
17	1 trader and 1 brahmin	1 trader, 1 brahmin and 1+1CD mercenaries	1 Deathclaw	1 Super mutant master, 1+1CD super mutant brutes, 2+2CD super mutants
18	1+1CD wastelanders	1 Floater	2+1CD Floaters	2+2CD super mutant brutes and 1+1CD floaters
19	1+1CD radbirds	2+2CD radbirds	1 Centaur	2+2CD Centaurs
20	1 Radfox	2+1CD Radstags	Roll on wasteland creature	1 Mighty Deathclaw

Bayou/Aquatic

Roll 1d20	Low danger	Moderate danger	High danger	Deadly danger
1	1+1CD Bloatflies	2+2CD Bloatflies	1 Swampfolk tracker	2+1CD Radcrocs
2	1 Stingwing	2+1CD Stingwings	1+1CD Spore plants and 2+1CD spore carrier savages	1 Giant spore plant and 1 Spore carrier beast
3	1 Bloodbug	2+2CD Bloodleeches	1 Mirelurk King	2+2CD Mighty mirelurks
4	1 Bloodleech	2+1CD Softshell mirelurks	1 Lakelurk	1 Mighty lakelurk and 2+2CD Mirelurk razorclaws
5	1+1CD Mirelurk Hatchlings	1 Gulper	2+1CD Gulpers	2+2CD Mighty gulpers
6	1 Radstork	1 Radtoad	2+1CD Anglers	2+2CD Mighty anglers
7	1 Beaver	1 Mirelurk	2+1CD Mirelurks	1 Raider boss in raider power armor, 2+2CD Raider scavvers
8	1+1CD Wastelanders	2+1CD Swampfolk scrappers	1+1CD Mirelurk and 3+3CD Mirelurk hatchlings	1 Raider boss, 2+1CD Raider veterans, 2+1CD Raider psychos
9	1 +1CD Ticks	2+2CD Ticks	2+1CD Radtoads	2+1CD Swampfolk Brawlers and 1 Swampfolk Tracker
10	1 Softshell mirelurk	2+1CD Privateer raiders and 1 swamp boat	1 Glowing one and 2+2CD Feral ghouls	1 Mighty glowing one and 2+2CD Mighty feral ghouls
11	1+1CD Feral ghouls	1 Angler	2+2CD Swampfolk scrappers	1 Giant spore plant and 1+1CD Spore carrier scavengers
12	1+1CD Varmint	2+2CD Feral Ghouls	4+4CD Feral ghouls and 1 Mighty feral ghoul	1 Mighty swampfolk tracker and 3+2CD Swampfolk scrappers
13	1+1CD Radbirds	2+2CD Bloodbugs	1 Child of the Bayou	1 Mighty child of the bayou and 2+2CD Centaurs

14	1+1CD Spore carrier runts	2+1CD Beavers	2+1CD Raider scavvers	2+2CD Child of the Bayou
15	1 Spore plant and 1CD Spore carrier runt	1 Pit viper	1 Privateer veteran and 3+2CD Privateer raiders in a swamp boat	1 Mighty mirelurk King and 2+2CD Mirelurk razor claws
16	1 Spore carrier	2+1CD Spore carriers	2+1CD Raider psychos and 3+3CD Raiders	1 Mirelurk Queen and 3+3CD Mirelurk hatchlings
17	1 Trader in a boat	2+2CD Spore carrier runts	2+2CD Pit vipers	1 Mighty bog crawler
18	1 Swampfolk scrappers	1 Spore carrier brutes and 2CD Spore carriers	1 Bog crawler	2+1CD Gatorclaws
19	1+1CD Radroaches	2+2CD Radroaches	1 Gatorclaw	1 Mighty Gatorclaw
20	1 Radrat	2+1CD Radrats	1 Radcroc	1 Mighty Radcroc

Wasteland

Roll 1d20	Low danger	Moderate danger	High danger	Deadly danger
1	1+1CD Radroaches	2+2CD Radroaches	1 Floater and 1+1CD super mutant brutes	2+1CD Mighty floaters
2	1+1CD Varmint	1+1CD Wolves	2+2CD wolves and 1 Mighty wolf	2+2CD Mr. Gutsy's
3	1+1CD Mantis Nymphs	1+1CD super mutants and 1+1CD mutant hounds	1+1CD Centaurs	1+1CD mighty centaurs
4	1+1CD Bloatflies	1 Mr. Handy	2+1CD floaters	1 Super mutant behemoth
5	1 Stingwing	2+1CD Stingwings	1 Super mutant brute, 2+1CD super mutants and 1+1CD mutant hounds	2+2CD mighty wolves
6	1 Bloodbug	2+1CD Bloodbugs	1 Super mutant brute, 1 Floater, 1CD super mutants and 1CD super mutant hounds	2+1CD Assaulttrons
7	1 Giant mantis	2+1CD Giant mantises	1+1CD Super mutants and 1 Centaur	2+1CD Raider scavvers and 2+2CD Wolves
8	1+1CD Mongrel dogs	1 Giant mantis female and 2CD Giant mantis nymphs	1 Mighty giant mantis female and 3+2CD Giant mantises	4+2CD Children of atom one carrying a fatman and 1+1CD mini-nukes
9	1 Super mutant	1+1CD Raider veterans	2+2CD gunners and 1 eyebot	2+2CD gunners, 1 eyebot and 1 assaultron
10	1+1CD Raider	2+1 CD Raiders and 1 Raider psycho	1+1CD Raider scavvers and 1+1CD Mongrel dogs	1 Raider boss in raider power armor, 1+1CD Raider veterans, 2CD raider psychos and 3+3CD raiders
11	1+1CD Radbirds	2+1CD Super mutants	2+2CD Raider veterans	1 Raider boss and 3+3CD Raider veterans
12	1+1CD Mole rats	2+2CD Mole rats	3+3CD Raiders and 2CD Mongrel dogs	1 Raider boss and 2+2CD Raider scavvers
13	1 Radrat	2+2CD Radrats	4+4CD Feral ghouls	3+3CD Mighty feral ghouls
14	1+1CD Ticks	1 Super mutant brute	1 Super mutant brute and 2+2CD super mutants	1 Super mutant master, 1+1CD super mutant brutes, 1 CD super mutant suiciders and 2+2CD super mutants
15	1 Trader and 1 Brahmin	1 Protectron	1 Assaultron	1 Sentry bot
16	1 Eyebot	2+2CD Ticks	1 Glowing one and 3CD feral ghouls	1 Mighty glowing one and 5CD Feral ghouls
17	1+1CD Feral ghouls	2+2CD Feral ghouls	1 Mighty feral ghoul and 3+3CD Feral ghouls	2+2CD Radscorpions
18	1 Radstag	1+2CD Children of atom	1 Yao Guai	1 Mighty Yao Guai
19	1 Wild Brahmin	1 Floater	1 Radscorpion	1 Mighty radscorpion and 2CD radscorpions
20	1 Radfox	2+2CD Bloatflies	1 Deathclaw	1 Mighty deathclaw

